PC Update

November 2000
Volume 17
Issue 10

Splines
Raytracing
Web Animation
eBay Online Auctions
Computerised Quackery
Older People and the Internet
AGM and lots more...

PC Update is the monthly magazine of Melbourne PC User Group Inc. A0003293V ISSN 1031–8208 Print Post Approved 320258/0

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PC Update

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November Cover
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Submissions

E-mail your articles, reports, reviews, and free ads to pcupdate@melbpc.org.au as file attachments. They can be Word files, plain, unformatted (ASCII) text files or plain unformatted (ASCII) text files bundled in a ZIP file with accompanying graphics. Do not pack them inside self-extracting EXE files. Submissions can also be sent by post on a virus-free diskette, which will not be returned, to the Group's PO Box.

Editing

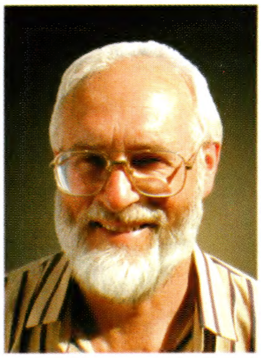
All articles are edited for style, spelling, grammar and length. Articles that may not be edited or that do not meet our standards, will be rejected.

Graphics

Supply graphics in original format in Corel or PageMaker files, or as TIFF, PCX, JPEG, EPS, AI or WMF images. Screen shots should be RGB, as captured, ie. with resolution and colour unaltered. Save as TIFF, JPEG or PCX. Do not supply GIF files.

Rejections

Contact the editor if your submission is not published within four issues. Self-extracting files are rejected without notification. Other rejections are advised by phone or in writing.



PC (President's Comments)

George Skarbek
President

As the elections approach I thank the committee on your behalf for their hard work throughout the year. I feel privileged to be the president of a team of motivated and coherent volunteers whose principal aim is to look after the interests of all the members. At our meetings issues are discussed and occasionally there is vigorous debate but always pertaining to the subject and never at the personal level. This results in fruitful exchange of ideas and in good and positive results that benefit all members.

Almost every committee member has a portfolio to look after and report to the committee as well as doing occasional ad hoc tasks. The portfolios include Membership, Training, Internet, BBS, Swap Meets, Library, SIGs & Branches, *PC Update* and Monthly Meetings.

In September Brian Horman was forced to resign due to health reasons. Brian was responsible recently for investigating and purchasing the sound systems we use at the main meetings. There will also be an amplifier installed in the main SIG room at Dorcas St. We wish Brian a full recovery.

John Morris will not be standing for the committee next year due to his huge workload as the only Internet Dial Help person. About 5500 members use the group's Internet service and once John mentioned that he had received over 30 calls in one exceptionally busy day. Many thanks to John for his time on the committee and for the wise advice he gives. Thanks also to Morris Tobias our immediate past president and to Ash Nallawalla for their contribution to the committee. Unfortunately both Morris and Ash had to resign because in their jobs they both now spend a considerable amount of time overseas.

Mornington Peninsula SIG

Are you interested in this group? I am sure many would be interested in such a group as we have about 150 members living in Frankston alone and about 450 living in that general area. Firstly this SIG must be formed and would need a coordinator and volunteers to run it. Can you help to get it started? The group will meet all reasonable costs towards hall hire and other expenses and supply a projector for meetings. If the organisers specify post codes of the areas around the new SIG and supply a letter they wish to send out, the office will perform all the photocopying and mailing. Members who requested that no advertising material be sent to them would be excluded from such a mailing. The SIG coordinator receives a free Internet account, as this is necessary for running a SIG.

Melb PC has many members who may be able to give presentations on a variety of interesting subjects at the monthly meetings. Also self-help within a group works very well during question time. If you have a question that you think is dumb or elementary, this may be the same question many others would like to ask. It is highly likely someone else in the group has experienced the same problem and found an answer they can share.

To help yourself (and many other members) just e-mail the committee at committee@melpbc.org.au or me at president@melbpc.org.au to offer your services. You will be put in contact with the other volunteers and between you a new and much needed SIG will be formed. Please don't wait until after Xmas, e-mail now even if you are not immediately available to start things going.

Shareware

The Webster family has provided the shareware library for many years but this year will be their last. We need volunteer(s) to take over this member service. You will have the opportunity to see the latest software, to help your fellow members and contribute to *PC Update*. Please contact the committee or myself.

New Projectors

Two new projectors have been purchased for $19,470. They will be used for the main monthly meeting and for more than 30 SIGs that need them. This should alleviate the need to hire projectors and ensure that virtually any SIG can have a projector for its meetings. As always, all requests are coordinated by the office.

Next Monthly Meeting

On 1 November at the Pharmacy College in Parkville there will be our brief Annual General Meeting, at which next year's committee is elected and we pass any other formal resolutions. There will also be a presentation on Word hints & tips, NOKIA is sending Melanie Hicks to reveal to us: Whither WAP? Yes, it's the newest computing technology that everyone's talking about. This meeting will also have the regular Random Access session (your chance to ask the experts), the usual giveaways and raffle with usually several thousand dollars of prizes being raffled, shareware library sales, etc.. For a map of how to find the Pharmacy College see page 63. Hope to see you there.

Editorial

Ash Nallawalla

It is important that you complete the Member Survey that we published in the September issue. If you haven't done so, please complete it online at http://www.melbpc.org.au/surveys/. About 800 members have done so as I write this in early October. Last year we had over 1200 responses and we'd like to see a similar response this year.

Windows and Me New PC

I had been waiting to receive a review copy of Windows Millennium Edition, otherwise known as Windows Me. Reports suggest that it has not been taken up as well as did Windows 98 and Windows 95 before it.

The family PC was an old Cyrix P150 with 32 MB RAM and, for reasons I can't understand, the family kept complaining that it was too slow — it was such a screamer back in 1996... When I took it for an upgrade, I was told that it could not accommodate the new style motherboards, so I thought, "What the hell" and ordered a brand new, 733 MHz Pentium III with 128 MB RAM, 32 MB 3-D video card, DVD, 15 GB hard disk and so on. Windows Me was just days away from release, so I ordered it with the machine. Now the editorial Celeron 333 seems slow in comparison. Isn't that always the way?

I haven't really explored Windows Me deeply but it feels familiar and yet new. One of the alarming comments I read about this operating system was about some bloke who returned his copy of Windows Me because it did not have DOS and he needed to run Unix. (What was he doing with Windows, anyway?) I ran to the other room and checked. The MS-DOS Prompt is still there. It works. I can type "DIR". Vern Buerg's List still works. (Newbies who never used MS-DOS can ignore those remarks.) That's all the DOS I need.

I specified a DVD drive for the new machine. DVD can mean Digital Versatile Disc or Digital Video Disc. The former is more accurate because one can buy music-only DVDs and some of the industrial catalogues have outgrown CD-ROMs and now come on DVDs. My drive is a Pioneer 105S. I had been following the newsgroup aus.dvd for some time and had learnt that there is much more to know about DVD movies than their phenomenal video quality.

Yes, you will never go back to a video-taped movie once you have seen a DVD version of it. When I observe the participants in aus.dvd, I am amazed at the number of movies they discuss, many of which I have not heard of. A part of the reason for that is some of the movies have not been released in Australia, at least not on video or DVD. So the enthusiasts order from the United States or Canada, although the falling Dollar must make that a painful exercise. Now here is the catch.

Just as the commercial told us, "Oils ain't oils", the same goes for DVDs. Having learnt their lesson from the illegal copying of tapes and CD-ROMs, the powers-that-be decided to carve up the world into "Regions" and to sell only discs and players that would only work in your region. The US is in Region 1 and we are in Region 4. As I go to R1 frequently, I have bought the occasional NTSC video tape and now I will buy the odd R1 DVD, such as the one I bought recently.

The other tidbit I picked up is that DVD drives allow you to change the Region only five times and the last change is permanent. We had rented a R4 disc from the video library and then we played the R1 disc. I did not see any ominous warning about having used up one change, so I thought I had somehow obtained one of the early drives that did not know anything about regions. Wrong! Then I obtained a program called DriveInfo, which told me that I had used up one change and I had four more.

Back to aus.dvd, where I heard about a wily Hungarian named István Fekete whose Web site contains a stern letter from Pioneer lawyers telling him not to distribute his programs for making Pioneer DVDs "region-free". What a naughty thing to do! His reply to them is also posted there. I have it on extremely good authority that his program works (and also voids your warranty, not to mention killing your drive should you have a power outage during the procedure.)

I also learnt about table-top DVD players from obscure companies that are region-free out of the box (while most other brands can be "fixed" for a fee), and omit Macrovision, which makes it hard to copy a DVD to tape, but I'm not in a hurry to get one of those. One needs a decent home theatre system with a wide-screen TV, which can cost as much as a small car and the wife is moaning again about her 10-year-old Magna. My family comes before toys, so toys can wait.

Computerised Quackery — General Practice and IT

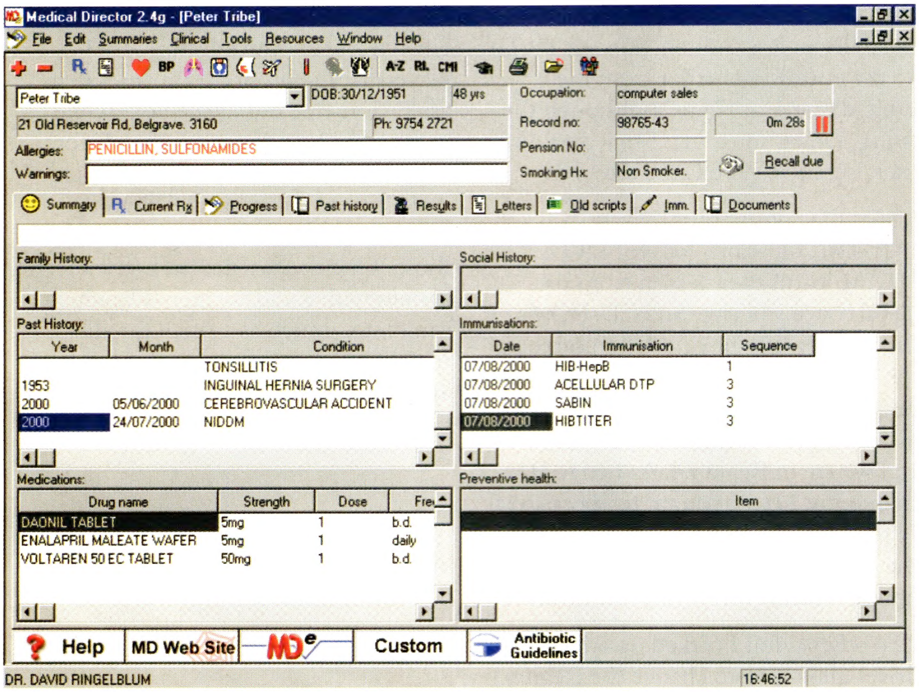
David Ringelblum

If you have visited your doctor in the past year, chances are that they have a new piece of medical equipment on their desk — a computer. Through a combination carrot and stick approach the Federal Government has been pushing the medical profession — which traditionally has been reluctant to embrace change — into adopting information technology for both clinical and business applications.

The biggest incentive to doctors came last year with a payment of up to $7,500 for doctors to throw away their script pads and take up computer prescribing. The incentive seems to have worked, for up to 60% of GPs now use computer generated scripts compared with 5% five years ago. Specialists still lag far behind.

The dominant software package in this quantum shift is an Australian designed program called Medical Director (MD) which holds over 90% of the market. Medical Director was designed in 1990 by a Queensland GP, Frank Pyfinch with additional development by a Melbourne GP, Andrew Magennis. In 1999 MD was bought by Health Communications Network (HCN) which subsequently listed on the Australian Stock Exchange, and the product remains the cornerstone of that company's drive to be the leader in health knowledge resources in Australia.

MD comes in two flavours — version 1.84 which is essentially a prescription writing program with extra bells and whistles, and version 2 which is a fully-fledged clinical records system that replaces all paper based recording of patient notes, test results, correspondence etc. The script writing module remains the keystone of the system but many doctors are now tasting the potential of paperless medical records. Product development of MD 1.84 has now ceased (though it is still supported) and since MD2 incorporates all the features of the older program, as well as many new ones, it is the version described here.



Peter Tribe
DOB:30/12/1951
48 yrs
Occupation: computer sales
21 Old Reservoir Rd, Belgrave. 3160
Ph: 9754 2721
Record no: 98765-43
0m 28s
Allergies: PENICILLIN, SULFONAMIDES
Warnings:
Pension No:
Smoking Hx: Non Smoker.

Family History:

Social History:

Past History:

Year	Month	Condition
		TONSILLITIS
1953		INGUINAL HERNIA SURGERY
2000	05/06/2000	CEREBROVASCULAR ACCIDENT
2000	24/07/2000	NIDDM

Immunisations:

Date	Immunisation	Sequence
07/08/2000	HIB-HepB	1
07/08/2000	ACELLULAR DTP	3
07/08/2000	SABIN	3
07/08/2000	HIBTITER	3

Medications:

Drug name	Strength	Dose	Fre
DAONIL TABLET	5mg	1	b.d.
ENALAPRIL MALEATE WAFER	5mg	1	daily
VOLTAREN 50 EC TABLET	50mg	1	b.d.

Preventive health:

Item

DR. DAVID RINGELBLUM
16:46:52

Figure 1. The MD2 summary page. This patient has no preventative health reminders that would appear bottom right in bright red.

Program Design

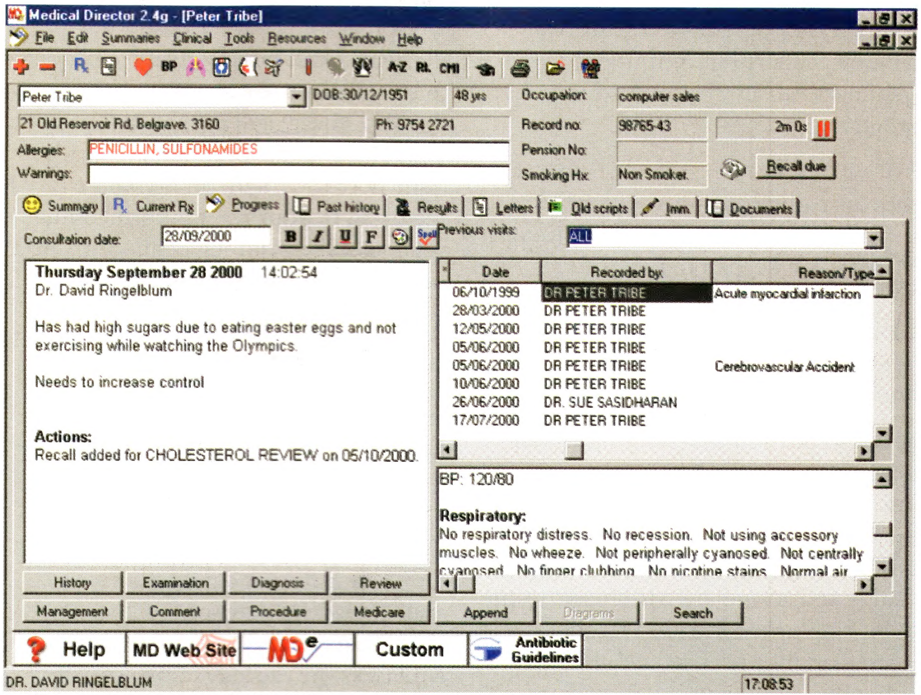
When a patient's record is called up in the program, a multi-tabbed screen appears (see Fig 1). The top half of the screen provides most of the patients basic demographic data — name, age, address, pension status and some essential medical information including smoking status, drug allergies and a reminder to the doctor whether the patient is pregnant, breastfeeding, an elite level athlete and so on.

The bottom half of the screen consists of a multi-tabbed document. The first of these is a summary of most of the other pages and displays a few lines of the patients social history and family medical history; their past problems, current scripts, immunisations and a window that reminds the doctor which preventative health measures should be considered for this patient. The latter window is a nagging reminder to the doctor as to when they last measured the patient's height, weight, blood pressure, performed a Pap smear, gave a flu shot and so on. Some of these also flash up as soon as a patient's file is opened. Whilst these features can be turned off by the doctor, they are a valuable aid to optimising a patient's long-term health, by addressing issues which are often put aside in the urgency of dealing with the presenting problem.

The second tab is the patients current drug list, and in this MD excels over the old paper based summary where drugs were scratched on and off as medication changed till it became almost impossible to be sure what the current treatments were.

When a new prescription is written, MD immediately checks to see whether the patient is allergic to that drug, whether it will interact with any other medication they are on and whether they have any medical conditions that may respond badly to that medication. For example a patient with an ulcer shouldn't normally receive aspirin and MD will flag the doctor and ask if they really want to proceed.

Whilst the program has limited capacity to detect all drug-disease interactions, in the area of drug-drug interactions it excels. Up to 10% of hospital admissions are due to adverse drug effects. When some patients take up to 15 different medications a day, it is nearly impossible for a GP to be aware of all the potential interactions, especially with new drugs being released on the market monthly. MD is not foolproof, but most users will attest to having been given a gentle reminder that they are entering tiger country.


Medical Director 2.4g - [Peter Tribe]
File Edit Summaries Clinical Tools Resources Window Help
Summary | Current Rx | Progress | Past history | Results | Letters | Old scripts | Imm. | Documents
History Examination Diagnosis Review
Management Comment Procedure Medicare
Append Diagrams Search
Help MD Web Site MDe Custom Antibiotic Guidelines

Peter Tribe
DOB 30/12/1951 48 yrs
Occupation: computer sales
21 Old Reservoir Rd, Belgrave. 3160
Ph 9754 2721
Record no: 98765-43
Allergies: PENICILLIN, SULFONAMIDES
Warnings:
Pension No:
Smoking Hx: Non Smoker
2m 0s
Recall due
Consultation date: 28/09/2000
Previous visits: ALL

Thursday September 28 2000 14:02:54
Dr. David Ringelblum

Has had high sugars due to eating easter eggs and not exercising while watching the Olympics.

Needs to increase control

Actions:
Recall added for CHOLESTEROL REVIEW on 05/10/2000.

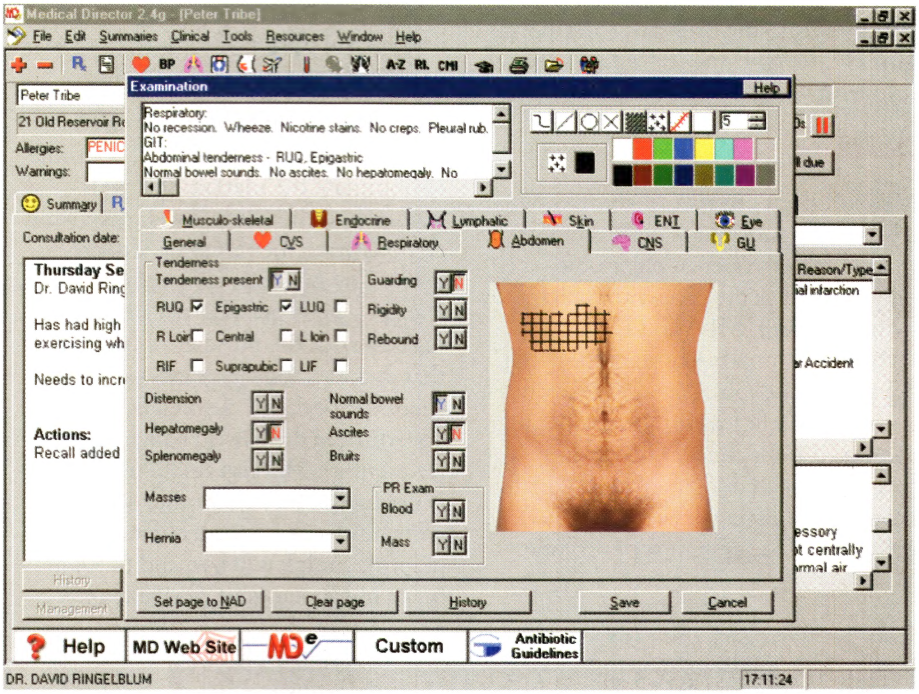
Date	Recorded by	Reason/Type
06/10/1999	DR PETER TRIBE	Acute myocardial infarction
28/03/2000	DR PETER TRIBE	
12/05/2000	DR PETER TRIBE	
05/06/2000	DR PETER TRIBE	
05/06/2000	DR PETER TRIBE	Cerebrovascular Accident
10/06/2000	DR PETER TRIBE	
26/06/2000	DR. SUE SASIDHARAN	
17/07/2000	DR PETER TRIBE	

BP: 120/80

Respiratory:
No respiratory distress. No recession. Not using accessory muscles. No wheeze. Not peripherally cyanosed. Not centrally cyanosed. No finger clubbing. No nicotine stains. Normal air

DR. DAVID RINGELBLUM 17:08:53

Figure 2. Progress notes for this visit are recorded on the left. The right side summarises previous visits and allows details to be read. The lower window shows a fragment of the notes from the consultation highlighted above.


Medical Director 2.4g - [Peter Tribe]
File Edit Summaries Clinical Tools Resources Window Help
Examination
Help
Musculo-skeletal Endocrine Lymphatic Skin ENT Eye
General CVS Respiratory Abdomen CNS GU
Set page to NAD Clear page History Save Cancel
Help MD Web Site MDe Custom Antibiotic Guidelines

Respiratory:
No recession. Wheeze. Nicotine stains. No creps. Pleural rub.
GIT:
Abdominal tenderness - RUQ, Epigastric
Normal bowel sounds. No ascites. No hepatomegaly. No

Tenderness
Tenderness present Y N
RUQ ☑ Epigastric ☑ LUQ ☐
R Loin ☐ Central ☐ L loin ☐
RIF ☐ Suprapubic ☐ LIF ☐
Guarding Y N
Rigidity Y N
Rebound Y N
Distension Y N
Normal bowel sounds Y N
Hepatomegaly Y N
Ascites Y N
Splenomegaly Y N
Bruits Y N
Masses
Hernia
PR Exam
Blood Y N
Mass Y N

DR. DAVID RINGELBLUM 17:11:24

Figure 3. Each body system has a page of check boxes for the relevant symptoms and signs. Text can be free typed at the top of the window, or directly into the progress notes.

The next tab is the nerve centre of the new MD program and incorporates the progress notes made by the doctor at each visit. (see Figure 2). The right side has a window detailing a list of previous visits by date with a one or two word description of each one. The lower right window contains the notes of the visit highlighted above. A double click brings up all the details. There is also a search function to assist the doctor when a patient comes in and says "You remember that rash I happened to mention about a year ago …".

The left side of the progress notes screen allows the doctor to freely type notes on history, examination, diagnosis, treatment and review plan for the current visit. However to encourage doctors who are not typists to use the program, a series of buttons for each of these areas brings up a succession of multi-tabbed windows (Figure 3) which allow the doctor to just check-box the common symptoms and signs associated with the major body systems. Whilst not exhaustive, the options offered are pretty comprehensive, and a slow typist would only have to add a few extra words of text after having clicked his or her way through the list. Indeed, most doctors find their medical notes are far more comprehensive than they used to be when hand written — an important issue in an era when too many lawyers practice medicine.

To ease things further, most diagnoses can be chosen from a drop down pick list, and the choice of drug therapy works the same way with every form and strength of drug being given a separate line. A script such as "Penicillin 500 mg, 4 times a day, with meals, 50 tablets, 1 repeat" can be generated with no typing at all — just 4 clicks and a mouse drag. Generating repeat scripts for current medications is even quicker — a single click and press print. This feature more than any other has endeared the package to most doctors who no longer feel their heart sink when a patient comes in requesting repeats on 7 of their 10 drugs. Within 15 seconds the scripts are done and the consultation can turn to more important issues.

The subsequent tabs on the main MD window allow the doctor to examine and add notes to the patients past history, their immunisations, any letters they have written about the patient, a list of previously written scripts, and for females of the appropriate age a Pap smear register and obstetric history window. Letters received from specialists can also be scanned into the program.

MD also allows direct importation of patients pathology and x-ray results. If the tests are actually ordered through MD itself, it keeps a register of investigations still outstanding which allows the doctor to chase up patient's who may have neglected to carry out important tests.

MD also boasts a host of other useful features, including detailed drug information available just by pressing the F12 key. This means that all the official drug information can be found readily and accurately. Most users testify to looking up information far more often than they used to, and this can also only be to the patient's welfare. Doctors also have easy access to a wide range of up-to-date medical information built into the program and a portal into HCNs vast array of online medical resources.

Deficiencies

MD still has a number of shortcomings. The information a doctor gets out of their notes — paper or electronic — is only as good as the care with which they maintain them. MD can't force good record or summary keeping, though it does make the job easier — if the doctor is committed to learning and using the package. Unfortunately in a group practice, not all doctors may be equally keen, and the stragglers can badly affect the value of the system for everyone.

The program has an extensive but deficient recall system, to allow patients to be contacted about routine follow-up like Pap smears and immunisations. This aspect of the program is actually quite poorly written, though there is the intention to improve it in forthcoming versions. The handling of abnormal test results also needs improving.

Another annoying failure of the package is the inability for the doctor to create short-term reminders for themselves. Consider a patient with a moderately high blood pressure noted for the first time. In a paper based system the doctor will just underline the result and this will remind them to recheck next time. Similarly if the patient mentions an issue in passing that needs follow up, but isn't to be dealt with at that visit. MD lacks the capacity to mark such issues for followup in a seamless manner. What is really needed is an inbuilt equivalent of a sticky note to remind the doctor of important issues to follow up at subsequent visits.

There is no doubt that MD is here to stay and almost certainly will continue to dominate the market. It is well written and the company is reasonably responsive to the requests of doctor users. The program is incredibly cheap — $200 per year per practice regardless of the number of users, and that includes four upgrades per year (necessary because the details of the government drug lists change that frequently). MD has a help desk that is the model for every other software company — friendly, accurate and helpful; completely free and though based in Queensland, available on a 1800 number. A rumoured $5 million dollars a year in advertising paid by pharmaceutical companies probably explains this. In return the companies get their product ads flashed up on the screen every time the doctor prints off a script. Whether such advertising is to the patient's benefit is another question the profession has grappled with for years.

The package is password protected so medical records are at least as secure as their handwritten equivalents. Nevertheless data corruption is always a possibility, and with it the loss of medical history. All doctors backup their data — but do they do it as well as they should?

Benefits to Patients

It can be hoped that MD will lead to medical records being a little better organised than they often have been in the past. There is no doubt that this aspect of medical care makes a big difference to good outcomes over the long term — particularly in patients with multiple illnesses and drugs.

MD is very good at picking up and preventing some basic medical mistakes and allowing the dedicated doctor to delve more deeply into the exponentially growing knowledge base of modern medicine in ways that paper-based doctoring does not allow. And if, as is hoped, the program saves doctors a bit of time, then more effort can be made in addressing preventative health issues and long-term medical goals.

It has been a long time coming but doctors are rapidly taking up IT in medicine. When MD is finally able to generate notes and prescriptions that are as illegible as doctor's handwriting, we will know that the era of medical computing has arrived. ❑

David Ringelblum doodie@melbpc.org.au is a Melb PC member and a GP in Rowville.

PETER McGUIGAN'S
NOTEBOOKS GALORE

COMPAQ
HEWLETT PACKARD
TOSHIBA
IBM
NEC
Acer
MiTAC

LARGE RANGE
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Mail order a speciality – Delivered nation-wide

90 day Warranty and 30 day's money back Guarantee
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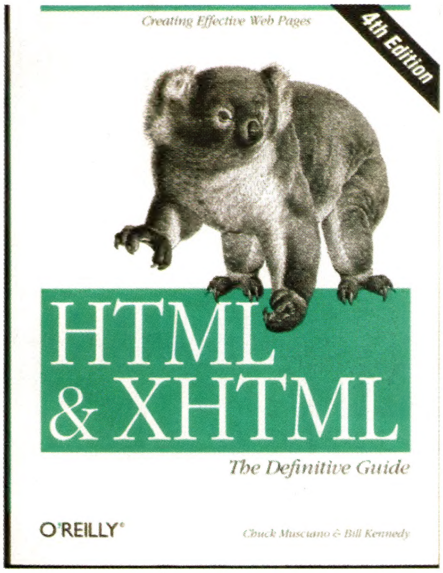
SGML/XML/XHTML Resources Part 5

Major Keary

When XHTML was released the available documentation suggested the intention of W3C was to provide a transitional markup language that would lead users to XML. Some commentators were describing XHTML as a "bridge" to XML.

Since then the position has become more clear. XHTML is an XML application intended to be the "foundation language for the future of the Web" [*HTML & XHTML — The Definitive Guide*]. The strength of XML is not so much its direct application to document creation, but that it enables development of new, specialist markup languages: "XML enables communities of users to create languages that best capture their unique data and ideas. Mathematicians, chemists, musicians, and professionals from hundreds of other disciplines can create special tags that represent unique concepts in a standardized way".

XHTML is a prime example of a markup language created for a particular purpose; there are, of course, special considerations: it must be readable by existing browsers, and new browsers must recognise HTML tags for a transition period. Thus, HTML will co-exist with XHTML for some time, but future browsers will provide diminishing support for some current HTML features .



A number of tags have been deprecated, which means they are to be phased out. They are mainly those that perform presentation functions — such as Strike-out, underline, and font control — that will be handled by style sheets.

Just released is the fourth edition of *HTML & XHTML — The Definitive Guide*, which brings O'Reilly's long standing HTML guide up to date with current developments in the transition to XHTML.

The book has been written "for anyone interested in learning the language of the Web, from the most casual to the full-time design professional". If you are a computer *newbie*, or have had no experience of using markup languages, I suggest you begin with one of the elementary texts; if you have a real interest in using HTML/XHTML it won't take long to be ready for *The Definitive Reference*.

This book has a number of features that impress me. It does cater for users from casual to professional. The authors provide useful background and other explanatory material that puts XHTML into a *big picture* context. It addresses the problem of browser variations; the same HTML document may display differently on different browsers, but the book describes ways of at least minimising potential problems. It progresses from simple HTML through the use of style sheets, JavaScript, forms, and tables. The information is presented in clear English and supported by useful examples. Last, but by no means least, the authors do not set out to stampede users into XHTML; if you are comfortable with HTML, just keep on using it — just keep in mind that deprecated tags are best avoided. For those who want to move into XHTML it is an excellent guide.

Cascading Style Sheets and JavaScript are subjects in their own right, but the treatment here is probably sufficient for most users. It certainly enable users to orient themselves in what may seem to be a confusing landscape.

Other chapters cover *Rules, Images, and Multimedia*; *Links and Webs*; *Formatted Lists*; *Forms*; *Tables*; *Frames*; *Executable Content* (applets, objects, JavaScript, and embedded content); *Dynamic Documents* (push and pull); and *Netscape Layout Extensions*.

There are also detailed discussions of XML and XHTML, and a chapter devoted to *Tips, Tricks, and Hacks*.

Appendices include an HTML grammar; HTML/XHTML tag quick reference; CSS properties quick reference; the HTML 4.01 DTD; the XHTML 1.0 DTD; a list of character entities; and a list of colour names and values. A tear-out quick reference card should be of great use to regular users.

The book is not just a list of tags and the like, but provides in-depth explanations of concepts and processes. In particular, for those who want to understand the Document Type Definition the listings (appendices D and E) and discussion in the text should provide a good grounding.

A useful feature is the boxed information for each tag; these lay out in tabular form the function, attributes, contents, and use.

Musciano and Kennedy: *HTML & XHTML — The Definitive Reference* 4/e
ISBN 0-596-00026-X
Published by O'Reilly, 660 pp.,
RRP $79.95 incl. GST. ❑

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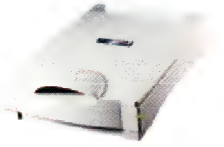

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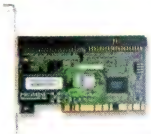

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Older People and The Internet

Monika Merkes

Many people think of the Internet as a youth-oriented medium. This may have been so in the past, but consider this: In the 12 months to November 1999, the Internet was used in Australia by

- 73% of 18-24 year olds (up from 62% in the previous year)
- 56% of 25 to 39 year olds (up from 40% in the previous year)
- 44% of 40 to 54 year olds (up from 29% in the previous year)
- 16% of people aged 55 years and over (up from 7% in the previous year).

(Source: Australian Bureau of Statistics, March 2000, www.abs.gov.au)

This makes people aged 55 years and older the fastest growing group of Internet users in Australia. Similar trends are reported from the United States and Canada. For many older people the Internet is opening up a whole new world, particularly for those who are housebound or who live a long way from family and friends — it removes barriers of time, distance and physical limitation.

Computers and telecommunications are becoming more important in our daily lives and today more and more information and services — such as banking, paying bills, shopping or information on travel and transport — are being offered online via the Internet. Organisations like the Council on the Ageing (COTA) and the Universities of the Third Age (U3A) make sure that older people are not left behind.

Don Ellard from COTA Victoria has been coordinating the Seniors Access to Information Networks (SATIN) Project for the last three years. SATIN is designed to encourage and assist older people to use the Internet and e-mail. Two one hour sessions of one-to-one training and up to 10 hours Internet use are free to people over the age of 50 years, available at the COTA Internet Access Centre in Melbourne's Central Business District (Ph 9654 4443). Over 500 people have already been trained. Mr Ellard describes the sessions as being conducted in a non-competitive environment, and he tries to keep it as simple as possible. The program covers browsing, simple searches and search protocols, and the use of web-based e-mail. On completion of their training, participants are encouraged to continue by using public access at the COTA Internet Access Centre, at their local library or other local community facilities.

Most of the Access Facilitators have gone through the initial SATIN tuition themselves, and stayed on to be trained as peer educators. SATIN seems to be more popular with women than with men, and most participants are between 65 and 75 years old. What type of Internet information are people looking up once they have mastered the search protocols? Mr Ellard says that people's interests are very diverse, but genealogy, craft, radio, television, sports, current events and financial information are popular.

SATIN (http://www.cotavic.org.au/info/satin.html) operates in partnership with public libraries and Skills.net (http://www.skills.net.au/), a State Government funded program that provides free or affordable access and training to the Internet to those Victorians who would not otherwise have such access.

Universities of the Third Age have been in Australia for over fifteen years. They are communities of retired people devoted to learning, where members share their skills and experience, where individuals learn what they enjoy, at their own pace, and where no qualifications are needed to participate and none are awarded. Members of a U3A participate by teaching, learning and/or by assisting with planning and administration. At present, there are sixty U3As in Victoria with a total of approximately 10,000 members (for more information see http://home.vicnet.net.au/~u3avic/).

Of the Victorian Universities of the Third Age, U3A Glen Eira in Caulfield offers the largest number of computer courses: ten per week, including Internet training, Quicken and Excel. Course participants are aged between 55 and 90 years, many come from a European background, and most are women.

New technologies have also entered nursing homes. In response to residents' requests two computers with Internet access have been set up at Queens Park Aged Care Facility in Moonee Ponds, and a staff member with an interest in computers provides training twice a week. Mary Keating, the manager of this 45-bed facility, says that residents originally wanted to use the Internet and e-mail to keep in contact with relatives overseas and to do their banking. The Internet is particularly popular with the female residents, who use it to find information and entertainment on a range of topics. For example, astrology sites are in great demand. The residents of Queens Park are predominantly in their 70s and 80s, and many have mobility problems. For these seniors, access to the Internet and e-mail provides a convenient way to do banking, makes it easy to keep in contact with relatives and friends, and provides entertainment. Because interest in using the Internet is so great, Queens Park is looking for volunteers to assist residents with navigating the Net and to encourage them to keep practicing their Internet skills. Call Mary Keating on Ph 9372 8888 if this appeals to you.

Although a fast growing group, people over 55 years who use the Internet are still a minority. Potentially, there are barriers for seniors to access the Internet, and these include:

- cost — the cost of the equipment and online access are prohibitive to many older people on low incomes;
- lack of awareness — older people may not see any potential benefit for them in using the Internet and do not know of any Internet services that may be of interest or use to them;
- lack of confidence — older people may be fearful of new technology in general and feel that it will be too difficult for them to use;
- lack of suitably designed equipment — older people are more likely to have physical disabilities and need access to equipment that is designed to take this into account;
- outdated equipment — many older people are introduced to computers when their children or grandchildren buy new computers and give them their old 486. As a result, many older adults are working with outdated technology that may be even harder to use than more up-to-date equipment;
- inappropriate training methods — instruction geared more towards younger people might not be carefully ordered and integrated. Different concepts may be presented concurrently, with the relationships between concepts and skills left to the learner to deduce. This sort of instruction requires the learner to keep many ideas in mind at once, one of the very abilities that tends to decline as people age. If new concepts are presented in a clear and logical order with the relationships explained at each transition, older people find it easier to learn.

(http://www.ispo.cec.be/showcase/projects/aop-is/i_public.html

http://www.acm.org/sigchi/bulletin/1998.4/meyer.html)

However, there are a growing number of Websites and portals with information and services for seniors on health, travel, insurance, financial investments and other topics of interest to older people. Commercial organisations have recognised the potential of investing in this developing market. For example, a major IT company and a health maintenance organisation, the US equivalent of a health insurance company in Australia, have recently announced a new joint venture, an investment of US$19 million to create a new Internet firm for seniors (The Orange County Register, 28/6/2000, http://www.ocregister.com/). There is no doubt that the fastest growing group of Internet users will leave their mark. ❑

Some sites of interest — not just to older people:

VICNET Seniors Information, with relevant links for older Victorians
http://www.vicnet.net.au/seniors/
GreyNet
http://home.vicnet.net.au/~greynet/
Online Seniors
http://www.onlineseniors.net.au/
Endeavour,a Sydney-based senior citizens website
http://www.endeavour-web.org/
SAGA, a UK consumer organisation for the over 50s
http://home.saga.co.uk
American Association of Retired Persons
http://www.aarp.org
Web Sites on Aging, a US Government site
http://www.aoa.dhhs.gov/agingsites/default.htm
SeniorNet aims to provide adults of 55 and older with education for and access to computer technologies to enable them to enhance their lives and share their wisdom and experiences
http://www.seniornet.org/
Canada's Association for the Fifty-Plus
http://www.fifty-plus.net/
Age of Reason offers over 5000 links to sites of interest to the over 50s
http://www.ageofreason.com/
CyberSpace Seniors is designed by seniors for seniors and dedicated to the teaching, learning and sharing about the Internet (http://www.azstarnet.com/~rschenk/CSSIndex.html).

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Special Interest Group Meetings

SIG Coordinator, Dave Botherway

Enhance your computing knowledge and widen your circle of friends who have similar interests and occasionally, similar problems to solve. Melb PC membership entitles you to attend as many SIGs as you wish.

Access (Database)

access-sig@melbpc.org.au
2nd Monday
6.30 – 8.30 pm
Ian Daniels
9802 0540 AH

Assembly & Other Languages

alt-sig@melbpc.org.au
http://www.melbpc.org.au/sig/alt
1st Thursday
7.00 – 10.30 pm
Melb PC SIG Room
Felix Hofmann
0408 023 423 BH
9523 5400 AH
Don McKenzie
9521 3060 BH

This is a technical programming SIG not confined to specific computer languages. Bring your algorithms, your code and your questions.

Ballarat

ball-sig@melbpc.org.au
1st Thursday
7.30 – 9.45 pm
(except school holidays)
Ballarat & Clarendon College
614 Mair St, Ballarat
VicRoads map 254 L12
Ken Smith
5332 7851 BH & AH

Ballarat is a general purpose SIG, usually we have no specific topic; it suits everyone at present to let the meeting run in a direction that is topical on the night. From time to time we have a guest speaker/ presenter on something of particular interest to us at the time but free form seems the norm at present.

Bendigo

bend-sig@melbpc.org.au
http://home.primus.com.au/alistair/melbpc
2nd Wednesday
7.30 – 10.00 pm
Girton Grammar School
105 Mackenzie St, Bendigo
(Vine Street entrance, then follow the signs)
VicRoads map 282 K14
Alistair Shaw
alistair@primus.com.au
0411 535 974 BH & AH
Joe Henry
0418 374 650 BH & AH

The Bendigo SIG is a regional group of computer users based in Bendigo. Young, old, experienced, beginners, all are catered for. Each meeting consists of some presentation, where interesting, useful or helpful information is shared. Question and answer sessions are also a great help for those with computer related queries.

Clarion

clar-sig@melbpc.org.au
4th Wednesday
7.00 – 10.00 pm
Melb PC SIG Room
Roger Blackford
John Newman
5333 3391 BH

Communications

comm-sig@melbpc.org.au
http://www.melbpc.org.au/sig/comms/
2nd Wednesday
7.00 – 9.30 pm
Melb PC SIG Room
Philip Lew
9822 2998 BH (brief calls)

The Communications SIG focusses on all aspects of computer connectivity. Topics include modem communications (BBS and Internet dialup); Client /Server software, HTML and other Internet related topics. We also cover topics on Computer Networking (LANs and WANs) and other relevant general telecommunications issues of interest to the well connected PC user.

Daytime

day-sig@melbpc.org.au
http://members.xoom.com/day_1/
2nd Thursday
10.00 am – 12 noon
Melb PC SIG Room
Don Buchanan
9509 7119 BH & AH
Graeme Minto
9440 5030 BH & AH

Daytime SIG is very popular; we have a good mix of female and male attendees and members have expressed satisfaction with the informal nature of our presentations. The SIG suits members who prefer and are available to meet during daylight hours. A wide range of topics are presented, dependant largely upon preferences expressed by the attending members. See our Web page for information.

Digital Photo

http://www.melbpc.org.au/sig/digip/
3rd Monday, 7.00 pm
Melb PC SIG Room
Thom Lyons
9525 9793 BH & AH

East

east-sig@melbpc.org.au
http://www.vicnet.net.au/~mpceast
2nd Tuesday
7.30 – 10.00 pm
Blackburn English Speaking Language School
120 Eley Rd. Blackburn Sth.
Melways Ref. 61 J5
Keith Beresford
9733 5044 AH
9736 2515 BH
Margaret Brown
9874 5778

East Workshop

east-ws@melbpc.org.au
http://www.vicnet.net.au/~eastsig/workshop/
Sunday following the East SIG meeting,
10.00 am – 4.00 pm
Blackburn English Speaking Language School
120 Eley Rd. Blackburn Sth.
Melways Ref. 61 J5
Ken Gubbins
9898 5478 PH/FAX

The ***East Workshop*** *is hands-on, practical, interactive and runs on the principle "Show me how, and I'll do it with your assistance". We handle "how to upgrade", "software doesn't run", "slow computer", "no sound, no video" problems and more. Bring your computer along.*

The East ***Beginners Group*** *demonstrates how to set up and maintain a computer, how to run software, scan documents, process images, sort out error messages, etc. All procedures are repeated (slowly), until members feel confident with the new knowledge.*

Foothills (Boronia)

foothills-sig@melbpc.org.au
http://www.foothills-sig.com/
1st Sunday (except January)
1.00 pm – 3.30 pm
Progress Hall (rear entrance)
134 Boronia Road
(near Dorset Road.)
Melways map 64 K9
Bob Wise 9870 8272

Genealogy

genealog-sig@melbpc.org.au
http://www.vicnet.net.au/~eastsig/genealogy/
Sunday following the East SIG meeting.
12.30 pm – 3.00 pm
Blackburn English Speaking Language School
120 Eley Rd. Blackburn Sth.
Melways Ref. 61 J5
Bruno Dik
9733 4585

The Genealogy SIG is for those beginning genealogy and for those who are advanced but need more computer knowledge to move ahead. Members' trials, tribulations and expertise are openly discussed and freely shared in this self-help group.

Graphics

graph-sig@melbpc.org.au
3rd Monday
7.30 – 10.30 pm
Melb PC SIG Room
Yahya Abdal-Aziz
9562 1023 AH (brief calls)

The Graphics SIG explores issues related to computer graphics software and hardware. Members provide demonstrations each month, covering areas such as paint programs, animation, graphics programming, printing, and scanning. Visitors are invited to bring along their graphics problems.

Hardware

hardware-sig@melbpc.org.au
http://www.melbpc.org.au/sig/hw/
3rd Wednesday
7.00 – 11.00 pm
Melb PC SIG Room
Felix Hofmann
0408 023 423 BH
9523 5400 AH
Thom Lyons
9525 9793 BH & AH

We deal with all levels of PC Hardware from chips to complete networks of computers. Memebrs are invited to bring their questions and/or their hardware to the meeting for advice / assistance

LUBe
lube-sig@melbpc.org.au
http://www.melbpc.org.au/sig/lube/
3rd Thursday
7.00 – 10.00 pm
Melb PC SIG Room
Thom Lyons
9525 9793 BH & AH

MACE
(Melbourne Atari Computer Enthusiasts)
mace-sig@melbpc.org.au
http://mace.atari.org/
3rd Sunday
10.00 am – 2.00 pm
Melb PC SIG Room
Graham Hurford
9416 1126 AH
Roger Davies
9879 1109 BH & AH
Enquiries 0500 818 448
The Atari SIG is dedicated to the the joy of Atari. The SIG is fast, furious and action packed. We welcome all owners and former owners (we know you are out there) to visit us and join in the fun; it's a soul thing.

Music
music-sig@melbpc.org.au
2nd Thursday
7.30 – 9.30 pm
Melb PC SIG Room
Yahya Abdal-Aziz
9562 1023 AH *(brief call please)*
Eric Best
5781 1224 AH

New Users, East
newe-sig@melbpc.org.au
2nd Tuesday
7.30 – 10.00 pm
(except January)
St Mark's Anglican Church
Cnr Canterbury & Burke Rds,
Camberwell
Melway map 45 J10
Mark Trickett
9480 6695 BH & AH
New Users, East caters for the needs of prospective and new computer users, new members having machine operating or system problems, and those new members wishing to increase their understanding of their equipment.

Northern Suburbs
north-sig@melbpc.org.au
4th Wednesday
7.00 pm – 10.00 pm
Level 1,
86 South Crescent
Northcote.
Mark Trickett
9480 6695 BH & AH

OS/2
os2-sig@melbpc.org.au
4th Tuesday *(except December)*
6.30 pm – 9.00 pm
Melb PC SIG Room
John Angelico
9544 8792 BH & AH
The OS/2 SIG offers technical and user-level support for all OS/2 users, covering all from 1.x to Warp Server for e-Business, plus native application software. Meetings feature news, software reviews, tips and tricks and the latest updates. Technical support days focus on installation and support for OS/2 applications and hardware assistance.

Programming
prog-sig@melbpc.org.au
2nd Tuesday,
7.30 – 10.00 pm
Melb PC SIG Room
Ross Hall
5428 7497 AH
9699 4000 BH
Andrew Callaway
9619 4067 BH

Quicken
quicken-sig@melbpc.org.au
http://viv-martin.hypermart.net/quicken.html
4th Thursday (except Dec.)
7.00 – 9.30 pm
Melb PC SIG Room
Viv Martin
9583 5372 BH & AH
Bob Mayston
9557 3828 BH & AH
An enjoyable and helpful evening for members interested in bookkeeping and accountancy software for personal finance, investment and small business applications.
Starting with a question time and problem solving introduction followed by a range of helpful tips and tricks with segments for both new and advanced users. Latest versions are previewed immediately they are available.
Members are invited to contribute questions and solutions from their experience. Visitors are welcome.

Retired & Interested Persons
rip-sig@melbpc.org.au
http://www.melbpc.org.au/sig/rip/
10.00 am – 12 noon
4th (not last) Friday
Lutheran Church,
25 Cypress Ave,
Glen Waverley
Melway map 62 A9
Ken Thomas
9884 5309 AH
Noel Peters

Teen Game Development
youth-sig@melbpc.org.au
3rd Friday
7.30 pm
Melb PC SIG Room
Tobias Cohen
The Teen Game Development SIG focuses on game development for Under 18s with Games Factory, Klick'n'Play, MZX, Delphi, VB, Qbasic, GWBASIC, BASICA, Assembly, C, C++, Turbo C++, Visual C++, C++ Builder and more. Dedicated to teenagers interested in learning or furthering their skills in computer game development.

Video Editing (General)
video-sig@melbpc.org.au
http://www.vicnet.net.au/~vidsig/
4th Monday
7.00 – 9.30 pm
45 Talbot Ave, Balwyn
Melway map 46 E8
Albert Vanzet
9439 1768 BH & AH

Video Editing (Non-linear)
videonl-sig@melbpc.org.au
1st Tuesday (incl Nov)
7.30 – 10.00 pm
Melb PC SIG room
Lawrie Weston
9742 3738
Two computer video editing groups cater for the needs of Melb PC members. Their aim is to assist those who use the various hardware and software options to operate these systems and to convert their source recordings into pleasant and entertaining video productions. The "General" SIG uses both "linear" and "non-linear" systems and discusses topics such as "the art of video and video editing" The "Non-Linear" SIG concentrates only on that form of video editing and the various effects it offers. Both groups encourage members to bring along samples of their work for discussion. Visitors are always welcome.

Warragul
warr-sig@melbpc.org.au
1st Friday
7.30 – 10.00 pm
Warragul Education Centre
Smith St, Warragul
VicRoads map 337 Q8
Doreen Gillett *(Assistant Sec.)*
5622 2865 AH

WASINT (Web and Software Investment Tools)
WASINT-Sig@melbpc.org.au
http://www.melbpc.org.au/sig/WASINT/
3rd Thursday
7.00 pm – 9.30 pm
Melb PC Top Floor SIG Room
Richard Solly
9626 7640 AH
Become more confident in the use of web and software tools as part of your financial life. Join others, both at the monthly meeting and through the online web board to share your favourite sites and information sources in the exploding field of online financial information.

Web Development
webdev-sig@melbpc.org.au
http://www.melbpc.org.au/sig/webdev/
4th Monday,
7.00 – 10.30 pm
Melb PC SIG Room
Thom Lyons
9525 9793 BH & AH

Web Development Workshop
webdev-sig@melbpc.org.au
2nd Saturday, 10.30 am
Melb PC SIG Room
Thom Lyons
9525 9793 BH & AH
(members may bring their own systems)

Western Suburbs
west-sig@melbpc.org.au
http://www.angelfire.com/or/westsig
4th Tuesday
7.00 – 9.00 pm
Our Lady's Tennis Club,
Sunshine. (near the corner
of Cornwall & Devonshire)
Melway map 26 K12
Tony Calenti 9370 8193 AH

Windows
win-sig@melbpc.org.au
1st Monday
7.00 – 9.30 pm
Melb PC SIG Room
Lynn Pollock
9598 3186 AH
9533 5002 BH

Windows 2000
http://www.melbpc.org.au/sig/nt/
3rd Tuesday
7.00 pm
Melb PC SIG Room
John Bade
9326 8340 BH
Keith Satterley ❑

Changes and updates to Dave Botherway — daveb@melbpc.org.au

Things of Interest

Friday Night Seminars

Friday 10 November

How to maintain your Computer's Health.
Lynn Pollock
Cost $20.00

Virus protection strategies, Backup procedures covering backing up data and also emergency start up disks and strategies etc. What to backup and what to delete. Safely installing new software. Things not to do with your computer. What to do when things go wrong and more.

An Interactive Live-in Weekend

We are having a "Bring your own Computer" event at Sea Mist from Friday evening, 17 November to afternoon tea time Sunday 19 November 2000. There will be expert hands-on problem solving together with group discussion. Personal and individual help with those hardware and software difficulties. Diagnostic trouble shooting hardware and software tools available along with experts to help. This live-in week end is a "MUST" for those of us who are getting bogged down with our computing. Lots of tips and tricks in an interactive, friendly environment.

Cost:
$50.00 to Melbourne PC User Group.
Accommodation at Sea Mist
Saturday am to Sunday pm $99.00
Friday pm to Sunday pm $157.00
(This includes dinner Friday evening and breakfast Saturday morning).

Those wishing to attend will have to book their accomodation at Sea Mist Ph: 03 5288 7255.

Please note that all the above costs include GST.

Bookings and enquiries to Janice Wallis
e-mail janicew@linx.com.au

Diary Entry — Call for Speakers

Internet World Melbourne which will be launched on 27-29 March, 2001.

Kirby Network Services is currently looking for Melbourne speakers who have great experience, case studies or information to share on a broad range of eBusiness issues, and would appreciate if we could communicate this *"Call For Papers"* to your membership.

Further information and online submission forms are at:
http://www.iw-asia.com/iw-melb
or email: denyse@kirby.com.au

Kathryn Rae
Events & Marketing Manager
Kirby Network Services

Tel. 02 9310 5544
Fax. 02 9310 5404

Proudly producing Internet World and ISPCON events.

Letters to the Editor

This is a short note to express my satisfaction with the volunteer service of Melbourne PC User Group. About three weeks ago our PC produced the dreaded "blue screen of death" on startup — some incomprehensible message about child devices. It would boot only in safe mode which is hardly satisfactory.

However, a call to volunteer Peter Selig produced instant action. During a long telephone conversation, Peter diagnosed the general nature of the problem and began explaining to us how to go about putting things right. The problem was a difficult one — too difficult to explain to a non nerd like me over the phone and Peter suggested that we bring the PC over to his place for him to have a look at. We did this and Peter soon had our equipment running smoothly again.

I am very impressed with the effort and skill that Peter provided in solving this problem. Quite frankly I feel that what he did went well beyond what could reasonably be expected of a volunteer and I am very grateful for what he did for us.

I should add that in addition to fixing our PC he taught me a number of things about how PCs operate and I learned several useful tips. One of these was how to make a start-up disc which would allow access to the CD-ROM drive — a very useful thing to have in case of a major crash.
Once again well done Peter
Yours Sincerely
Katharine Irving

Hi Gary. As you see by the following message the appeal for computers for East Timor has been an outstanding success, I hope you can find space in PC Update to print this big thank-you to the members. John Lunghusen

Dear John,
Please could you pass on this message of thanks to your PC Club. We would like to thank all those who so very generously responded to our request for computers and printers for schools in East Timor. We have reached the stage now where we do not need any more. We have gathered enough to fill a container. At this point all the equipment has been checked and we are in the process of matching computers, monitors, keyboards, leads, etc. and loading programs. We are sharing our kitchen with 22 boxes of computer/ monitor/ keyboard/ leads/ mouse sets, with more on the verandah — not to mention our son's garage! A special thanks is due to Tom Coleman who runs your club's Community Outreach program. Tom has been absolutely tireless in his efforts and support. We couldn't have managed without him. We expect to send this off in two weeks time by ship to Dili, where the Irish Aid Agency, CONCERN will receive and distribute it. We may send another container load next year, but will wait and see how this project works out in East Timor. If it works well, we may ask again for further help.
Many thanks again.
Betty and Graeme Russell

President's Annual Report

George Skarbek

This has been another wonderful year for Melbourne PC User Group. We are in a stronger financial position due to some favourable Internet circumstances and with stable membership numbers the group has good prospects for the coming year. The Treasurer's report in September *PC Update* contained details and can be viewed online at http://www.melbpc.org.au/pcupdate/. Membership continues to hover at around 10,500. This is in marked contrast to the majority of other computer groups worldwide who have declining membership numbers. Approximately 70% of new members join largely due to the group's excellent, low cost Internet service.

Our group could not exist without its office staff, and the office could not function without the volunteers who regularly assist. My thanks to the good work performed by all in the office.

By far the biggest workload this year for our office administrator was the introduction of the GST. Although we were able to absorb the GST into Internet subscriptions we could not repeat that with membership fees and from 1 January this year a pro-rata GST component had to be added. Training and other charges were also affected. Some members (fortunately very few) felt the group and not the government was responsible for increased fees and the office staff also had to contend with those issues.

Bpay is nearing final stages of introduction and should simplify the payment of fees and subscriptions. Commencing soon, reminder notices will be sent by e-mail with only follow-up notices being sent out by ordinary mail.

Internet usage is good with around 5500 members using the group's Internet service. We are very happy with this figure. Many members have free Internet accounts with their employment and a large number live outside the metropolitan area on STD call rates; for those members the group's Internet service would be impractical. During the year there were many behind the scenes changes with new equipment such as computers, modems, switched hubs and uninterruptible power supplies being upgraded as well as new cabinets being installed. Most of this was done without interruption to service. All the Intranet modems were upgraded from 28 kbps to 56 kbps. Intranet lines can be used for e-mail even after members have used up all their allotted time for the day. However, for practical purposes there is no browsing possible from the Intranet.

Absorbing the GST into Internet subscriptions has resulted in added value for money to members but it resulted in an annual income reduction of about $70,000. We have given Internet users four hours online during the off-peak period and introduced bonus time to give even more time online. A few weeks ago we were voted the best ISP in Victoria and the second best in Australia. I would like to thank our small and hard working Internet team for this great result.

The *PC Update* production team changed last year with Gary Taig now producing our high quality magazine and improving on the past high standard.

Special Interest groups are an integral part of Melb PC and currently the group has 34 active SIGs, both regional and interest based covering a wide range of computer activities. Our main meeting could also be considered as a special SIG and it is gratifying to see attendances increasing. All the details are available in *PC Update* and I would suggest that most members could benefit from attending a SIG at some time during the year.

On most Sundays there are two or three Swap Meets in the Town Halls around the suburbs. Melb PC has a stand at all of these, manned by volunteers who live locally and these members are responsible for signing up many of our new members. For members who have not attended a Swap Meet, I suggest this is something to experience as you can purchase computer equipment relatively cheaply and you might consider assisting the group by spending a few hours on a Melb PC stand.

Although the Bulletin Board Service (BBS) is not as popular as it was in days gone by, this is still a free service for Melb PC members and it now carries the local Melb PC newsgroups as well as over 20,000 files that are free for download. Details on how to use this service can be found in September *PC Update*.

The Webster family has continued for yet another year to provide the shareware library but this year will be their last. Shareware details can be found in *PC Update*. On behalf of all members I thank David and Glenn Webster for the outstanding service they have provided to the group over the years. A fantastic contribution.

Training is progressing well and many good quality courses are available to members. Again all details are published in *PC Update* and I suggest you have a look for courses that cover your area of interest.

Our in house library is quite large and new books are constantly being added. The searchable catalogue is available online in PDF format.

Finally, thank you to the hundreds of volunteers who make Melb PC an active and worthwhile user group. Without your contributions this group could not continue to exist. Thank you all. ❑

My eBay Experiences

by Ash Nallawalla

My two children, Kate and Keith collect *Beanie Babies* and *Pokémon* cards respectively. As I travel to the US almost every month, they never fail to give me a shopping list[1]. As my shopping time is limited, I tend to go to the *Great Mall of the Bay* in Milpitas, near my office in San Jose, where I can buy those things in one transaction.

Not being an expert on Beanie Babies or Pokémon prices, I had a nagging suspicion that I could do better. I discovered the "Mary Beth" and "Beckett" catalogues. They contained advertisements from sellers in other parts of the US, but I was not ready to test the mail-order method.

Then I came across a comment in a newsgroup article that Pokémon cards were cheap on eBay.

I was aware of eBay's name but, for some silly reason, its name had made me associate it with San Francisco's East Bay, which holds little appeal to me. You know how we tend to block out certain information if we have decided that it is of no interest to us?

Clearly, I was wrong. I had never actually tried to visit www.ebay.com, and wasn't aware that there was an Australian branch at www.ebay.com.au.

What Is eBay?

eBay is an online auction site that provides a sophisticated environment for selling and buying, as well as links to electronic payment mechanisms. See the box [opposite] for information supplied by eBay Australia. By the time you read this, Australian sellers will be charged a listing fee, which was waived for its first year of operation in this country.

Searching

To cut to the chase, I signed up with eBay Australia and took the user ID of "ashok52". I explored the Search function. If I limited it to items based in and available to Australia, the result was disappointing. Aussie eBayers in the Pokémon market tend to ask higher prices than those who live in the US. As I have a US delivery address, I was able to widen the search to include items available only to the US. eBay conveniently displays an approximate Australian Dollar conversion when the price is in another currency.

Do Your Homework

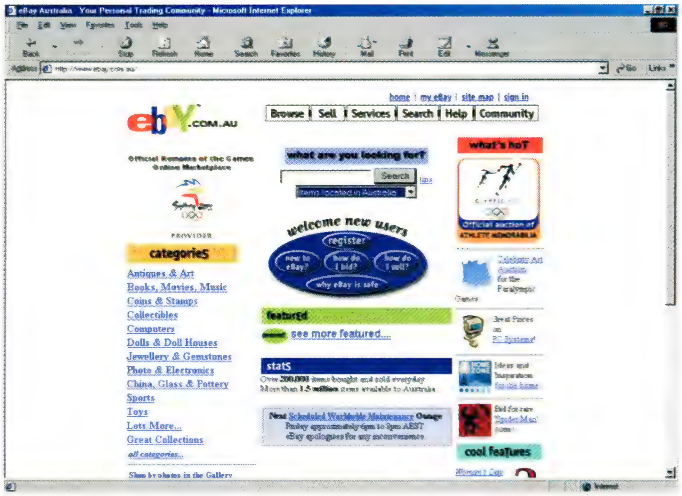
It is a good idea to observe for a few weeks and resist the temptation to buy on impulse. I had a deadline (my next trip) so I needed to buy in time for the items to be delivered to my US address before I reached there. Fortunately, I made only two mistakes. One was simply bidding too much for an item that was to come up cheaper within days. The other was to bid for the wrong item because I misunderstood my son's instruction. Luckily, the item was a bid for US$0.60 and I sent the seller a US$1 note and told him to keep it.

Pokémon cards are an unpredictable commodity on eBay. Some bidders have no minimum bid amount, which can raise false expectations if the item is popular, or a bargain if the buyers are too busy watching the Olympics that week. Some items seem to be invisible, as an adjacent identical item may have higher bids. This can happen if you are searching on items available to all countries, while the hot bidding comes from people who are searching on items available only to their country.

The underlying message is to know the price range that applies to the item in question, so that you know if it is a bargain or not. Don't forget to include the cost of shipping and handling.

Payment

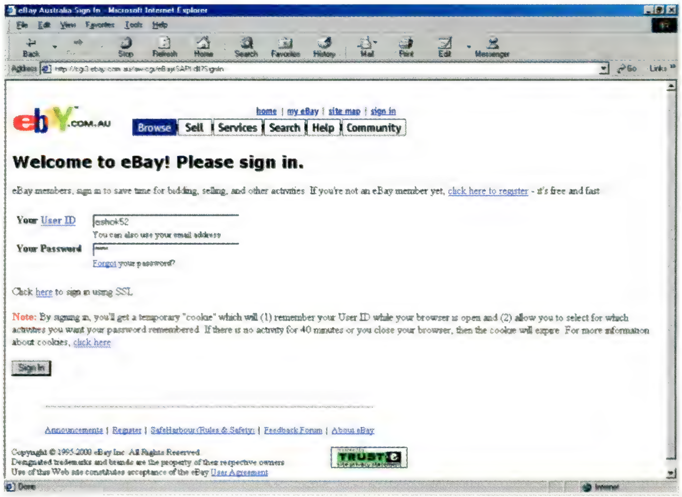
When settling with overseas sellers, the best (based on my limited research) method of payment is a credit card through eBay's own BillPoint system, as it deducts US$1 from the total as an



Over 200,000 items bought and sold everyday
More than 1.5 million items available to Australia

Next Scheduled Worldwide Maintenance Outage
Friday approximately 6pm to 8pm AEST
eBay apologises for any inconvenience.

Figure 1. eBay Australia main page.


eBay Australia Sign In - Microsoft Internet Explorer
home | my eBay | site map | sign in
eBY.COM.AU
Browse | Sell | Services | Search | Help | Community
Sign In
Announcements | Register | SafeHarbour (Rules & Safety) | Feedback Forum | About eBay
TRUSTe

Welcome to eBay! Please sign in.

eBay members, sign in to save time for bidding, selling, and other activities. If you're not an eBay member yet, click here to register - it's free and fast

Your User ID: ashok52
You can also use your email address
Your Password: ****
Forgot your password?

Click here to sign in using SSL

Note: By signing in, you'll get a temporary "cookie" which will (1) remember your User ID while your browser is open and (2) allow you to select for which activities you want your password remembered. If there is no activity for 40 minutes or you close your browser, then the cookie will expire. For more information about cookies, click here

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Designated trademarks and brands are the property of their respective owners
Use of this Web site constitutes acceptance of the eBay User Agreement

Figure 2. If you log in, you will find it faster to do your work, as you don't have to supply your details several times.

(Provided by eBay Australia)

You Want It — Somebody's Got It

eBay is a place where people can go to buy and sell via online auctions. You can buy or sell virtually anything — from collectibles such as Pokemon to every day items such as computers. In just five years eBay has grown into the world's largest online marketplace with 16 million users worldwide.

The secret to eBay's success? Three things — it's engaging, its safe and it works!

With over 300,000 items bought and sold each day, you'll always find new and interesting things. But it is more than just a database, it's about connecting like-minded people so they can interact and trade. Safe trading is an important part of eBay. That's why items are covered by insurance for up to $300. For higher value items, there's escrowt — a service that allows you to inspect what you're buying before sending payment. Also, every user has a "reputation" based on feedback from other members of eBay's community so you can use that as a guide when trading.

With 4.5 million items listed on eBay and 1.5 million available to Australia, chances are you will find what you are looking for. For sellers, you won't find a bigger marketplace to sell in than eBay!

Handy hints for buyers

Happy hunting: If you know exactly what you want use the search engine to find it for you. But, if you have time on your hands or prefer to browse just click on one of the twelve categories.

Communicate: Call the seller or send an email if you are unsure about the item or have any questions.

Research: If you're not sure what an item is worth, do a little research before you decide what you're willing to pay.

Save time: Instead of sitting at by your computer outbidding each new bid, try proxy bidding. The system increases your bid in response to higher bids and will keep doing so up to your confidential maximum bid amount.

Good management: The My eBay tool creates a trade activity page accessible only by you. Use it to keep track of all your bidding and selling activities.

Handy hints for sellers

Be descriptive: To add value to your item, include as much information as you can, eg size, colour, shape, history. Remember, the buyer may not have seen your item before.

Say cheese: Include a good, clear photo of your item. You can boost sales by showing off your item with an image or photo.

Look at me: Lift the profile of your auction by using seller tools such as bold type, Featured Auctions and the Gallery.

Know your buyer: Buyers for your item are likely to share your interests and passions. So make sure your item's title, description and pictures appeal to them!

The price is right: If you are unsure what your item is worth, try nominating a low start price and eBay will find the market value for it.

incentive. Unfortunately, very few US sellers seem to use it. They are seduced by PayPal, a service that is not available to non-US residents, as they get US$5 as does the buyer for the latter's first transaction. I had to use BidPay, which charges US$5 to send a money order to the seller.

Risks

I came close to having a bad experience. I was the successful bidder on a Beanie Babies item but the seller refused to answer my e-mails asking how he wanted to be paid. I then noted that although he had several hundred satisfied buyers (called *"positive feedback"* in eBay parlance), he had about a dozen unhappy ones, including some who had paid but had not received the goods. I threatened to post "negative feedback" about him and he replied that he had sent me two e-mails, so "what else" did I need. When I asked him to forward me copies of those e-mails with full headers, he did not reply.

At least I had not sent money.

When aggrieved buyers go to eBay's "Safe Harbour", eBay will send them a copy of the rules and ask them to report the seller for fraud. eBay also provides an escrow service for a fee. I am happy to report that all my other transactions were very satisfactory, but one never knows when a rogue will dupe you.

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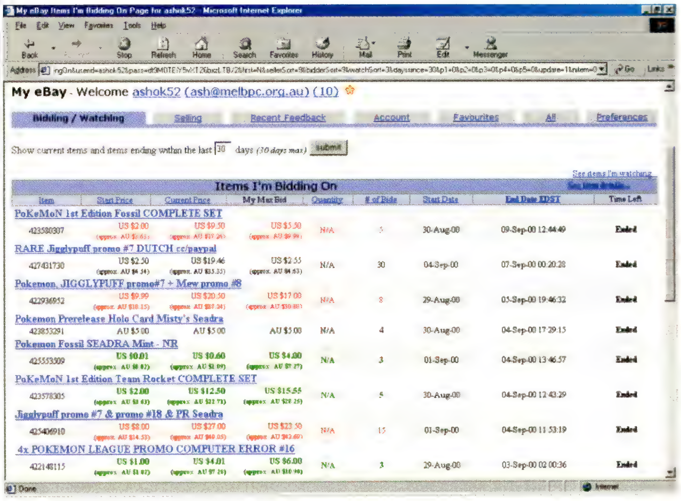
[1] *The best "wish list" Kate gave me reads, "Daddy, I wish that you will return home safely. Love, Kate."*



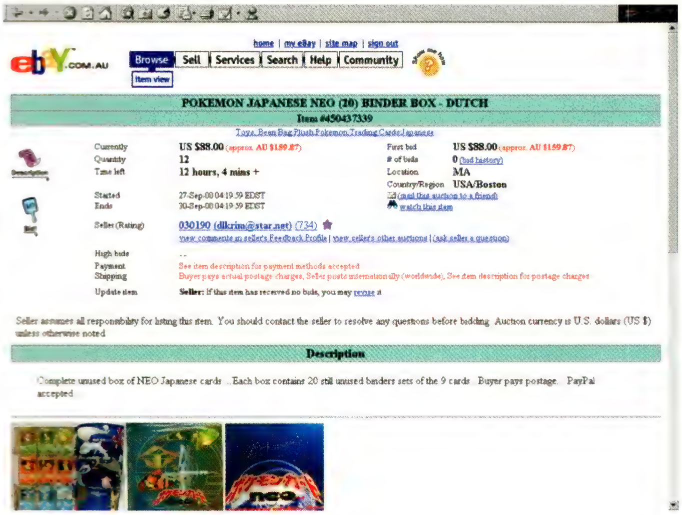
My eBay - Welcome ashok52 (ash@melbpc.org.au) (10)

Show current items and items ending within the last 30 days *(30 days max)*

Items I'm Bidding On

Item	Start Price	Current Price	My Max Bid	Quantity	# of Bids	Start Date	End Date EDST	Time Left
PoKeMoN 1st Edition Fossil COMPLETE SET 423580307	US $2.00 (approx. AU [illegible])	US $9.50 (approx. AU [illegible])	US $5.50 (approx. AU [illegible])	N/A	5	30-Aug-00	09-Sep-00 12:44:49	Ended
RARE Jigglypuff promo #7 DUTCH cc/paypal 427431730	US $2.50 (approx. AU [illegible])	US $19.46 (approx. AU [illegible])	US $2.55 (approx. AU [illegible])	N/A	30	04-Sep-00	07-Sep-00 00:20:28	Ended
Pokemon, JIGGLYPUFF promo#7 + Mew promo #8 422936952	US $9.99 (approx. AU [illegible])	US $20.50 (approx. AU [illegible])	US $17.00 (approx. AU [illegible])	N/A	8	29-Aug-00	03-Sep-00 19:46:32	Ended
Pokemon Prerelease Holo Card Misty's Seadra 423853291	AU $5.00	AU $5.00	AU $5.00	N/A	4	30-Aug-00	04-Sep-00 17:29:15	Ended
Pokemon Fossil SEADRA Mint - NR 425553309	US $0.01 (approx. AU [illegible])	US $0.60 (approx. AU [illegible])	US $4.00 (approx. AU [illegible])	N/A	3	01-Sep-00	04-Sep-00 13:46:57	Ended
PoKeMoN 1st Edition Team Rocket COMPLETE SET 423578305	US $2.00 (approx. AU [illegible])	US $12.50 (approx. AU [illegible])	US $15.55 (approx. AU [illegible])	N/A	5	30-Aug-00	04-Sep-00 12:43:29	Ended
Jigglypuff promo #7 & promo #18 & PR Seadra 425406910	US $8.00 (approx. AU [illegible])	US $27.00 (approx. AU [illegible])	US $23.50 (approx. AU [illegible])	N/A	15	01-Sep-00	04-Sep-00 11:53:19	Ended
4x POKEMON LEAGUE PROMO COMPUTER ERROR #16 422148115	US $1.00 (approx. AU [illegible])	US $4.01 (approx. AU [illegible])	US $6.00 (approx. AU [illegible])	N/A	3	29-Aug-00	03-Sep-00 02:00:36	Ended

Figure 3. My eBay provides a summary of your recent bids and items that you are merely watching.



POKEMON JAPANESE NEO (20) BINDER BOX - DUTCH
Item #450437339

Toys, Bean Bag Plush:Pokemon:Trading Cards:Japanese

Currently: US $88.00 (approx. AU $159.87)
Quantity: 12
Time left: 12 hours, 4 mins +
Started: 27-Sep-00 04:19:59 EDST
Ends: 30-Sep-00 04:19:59 EDST
Seller (Rating): 030190 (dlkrim@star.net) (734)
view comments in seller's Feedback Profile | view seller's other auctions | (ask seller a question)
High bids: --
Payment: See item description for payment methods accepted
Shipping: Buyer pays actual postage charges, Seller posts internationally (worldwide), See item description for postage charges
Update item: **Seller:** If this item has received no bids, you may revise it

First bid: US $88.00 (approx. AU $159.87)
# of bids: 0 (bid history)
Location: MA
Country/Region: USA/Boston
(mail this auction to a friend)
watch this item

Seller assumes all responsibility for listing this item. You should contact the seller to resolve any questions before bidding. Auction currency is U.S. dollars (US $) unless otherwise noted

Description

Complete unused box of NEO Japanese cards ...Each box contains 20 still unused binders sets of the 9 cards. Buyer pays postage. PayPal accepted

Figure 4. In a Dutch auction on eBay, the items go to the highest successful bidders.

OS/2 — An Alternative?

John Angelico

OS/2 seems to be a little like Mark Twain the author, who wrote to a newspaper protesting "reports of my death are greatly exaggerated!" OS/2 shares his nationality, but judging by the lack of coverage, one could be forgiven for thinking that everyone has forgotten about the existence of OS/2. However, it is still the operating system of choice on many computers, working without too much fuss, supporting many mission-critical operations — especially in our financial system. About 75% of Australian ATMs operate under the control of OS/2, along with much of the front counter equipment in the branches of our major and regional banks.

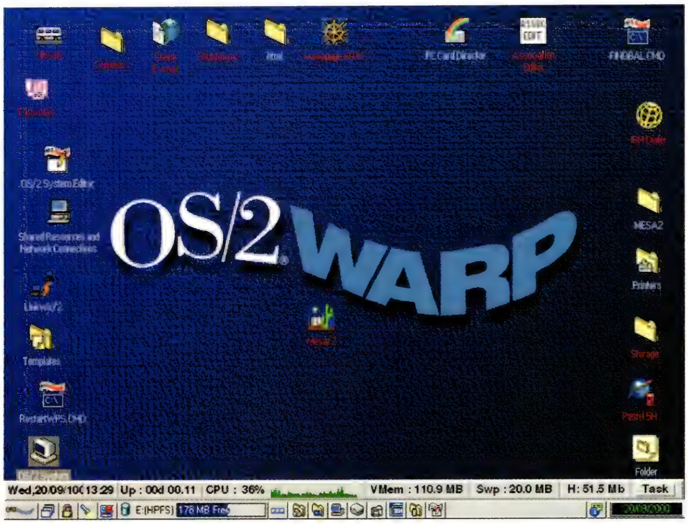
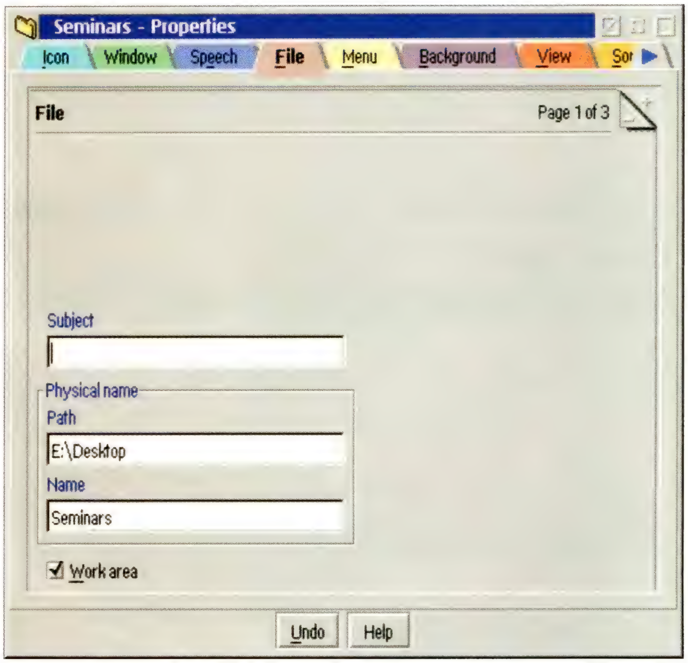


Figure 1. The OS/2 Desktop.



File

Page 1 of 3

Subject

Physical name

Path

E:\Desktop

Name

Seminars

☑ Work area

Figure 2. Work Area Settings.

Some Operating System History

The software industry and operating systems "were invented" or took on a distinct existence in the early 1970s as a result of the IBM anti-trust case and the subsequent Consent Decree with the US Department of Justice. Since then the computer industry has seen a steady movement away from intense dependence on hardware. This began with the development of programming languages and gathered pace as the hegemony of mainframe computers was attacked first by "mini" computers and then by personal computers both of the Apple and the IBM-compatible variety.

The general approach was to remove from users any need to understand the details of the hardware they were working with. This process of abstraction continues today with the web-based Java language and the entire concept of network computing.

As hardware proliferated, software developers were overwhelmed by the need to cope with the variety. Word-smiths from the DOS era will recall that prominent WordPerfect selling point "support for over 700 printers!" Therefore manufacturers and systems developers put a lot of effort into writing device drivers and similar *middle ware* to ease the burden, and the abstraction process advanced another step.

With the Internet, abstraction advanced again, so that by using standard TCP/IP communication protocols we can retrieve data and communicate world-wide. We need have no regard for the brand-name or operating characteristics of the equipment anywhere in the chain linking our humble PC with the server that is the source of our Web pages or the file we download.

DOS is Dead, Long Live OS/2!

In 1985, IBM and Microsoft were still the two biggest names in 16-bit Intel-based personal computing. They began a joint project to fix the problems of the MS/PC-DOS operating environment. "What problems" you ask? Wasn't DOS just fine for PCs? Well, consider these:

- Single-tasking "co-operative" operating model
- Vulnerability of critical system areas to corruption (via rogue programs, viruses, power problems, breaches of the 640 KB memory limit etc)
- Device compatibility and dependence
- File system limitations (eg. FAT)
- Hardware developments exhausting DOS capacity (32-bit processors, new devices)
- User interface, training and productivity issues caused by programming diversity

The result of that project was OS/2, first released in 1989. Version 2 was released in 1991 with a graphical interface, Warp version 3 in 1993 with expanded 32-bit processing, extensive 32-bit driver support, and broader networking functions. The current release, Warp version 4, came in 1996 with Voice Navigation, Voice Dictation and Internet connectivity.

Since then the computer industry has focused much of its attention on a love affair with the Internet. IBM has concentrated on releasing FixPacks and device driver updates to keep abreast of developments. There are up-to-date OS/2 device drivers for USB, DVD, Zip drives, the latest high-capacity hard drives (both IDE and SCSI), the latest printers, cable modems, network cards, plotters, analogue modems and video cards.

OS/2 has been a solid operating platform for all of its existence and is now a seasoned warrior in the world of mission-critical computing, with an assured future ahead, since IBM has publicly committed to active support until the end of 2007.

The Power of OS/2: Objects Everywhere

One of the reasons for the survival of OS/2 and the existence of a loyal (dare I say it: fanatical) user base both in corporate business and in the private sectors is the collective set of design principles on which it is built.

OS/2 is the first retail PC Operating System to be fully object-oriented — everything you see from the Desktop down is an object.

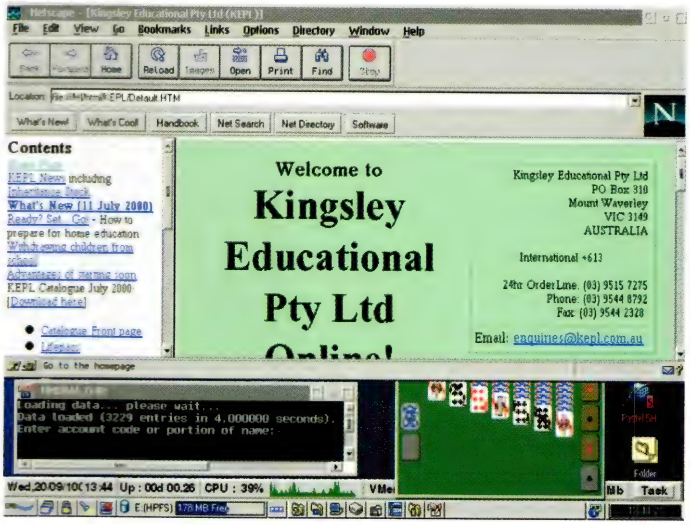
All objects have properties — programs, data files, directory folders, the Desktop, Drives and so on. These properties are consistent, and can be inherited by subsidiary objects. I will illustrate this object-oriented design in a number of areas.

Work Areas

The Desktop (see Figure 1) has a property of "Work Area" which means that when it is closed all objects within it are also closed. This is effectively what happens at Shutdown, since (in graphical mode) all objects are started from the Desktop by a process called "The Workplace Shell."

This property of "Work Area" can also apply to any other folder (see Figure 2), so if I open a subsidiary folder and run a program, then I can minimise or close the folder and automatically minimise or close the contents with it. But not only that — when I reopen the folder, the contained objects are also restored.

The enclosed objects inherit the attributes or properties of the container folder and behave consistently. All the objects open together — multi-tasking for productivity. If your work is project focused, you can establish a folder for each project, include all relevant programs and files, define it as a Work Area and get to work with one mouse click (see Figure 3).


Netscape - [Kingsley Educational Pty Ltd (KEPL)]
File Edit View Go Bookmarks Links Options Directory Window Help
Back Forward Home Reload Images Open Print Find Stop
Location: file:///H|/html/KEPL/Default.HTM
What's New! What's Cool! Handbook Net Search Net Directory Software
Go to the homepage
Folder
Task
E:(HPFS) 178 MB Free

Contents
KEPL News including Inheritance Stock
What's New (11 July 2000)
Ready? Set... Go! - How to prepare for home education
Withdrawing children from school
Advantages of starting soon
KEPL Catalogue July 2000 [Download here]
- Catalogue Front page
- Lifestyle

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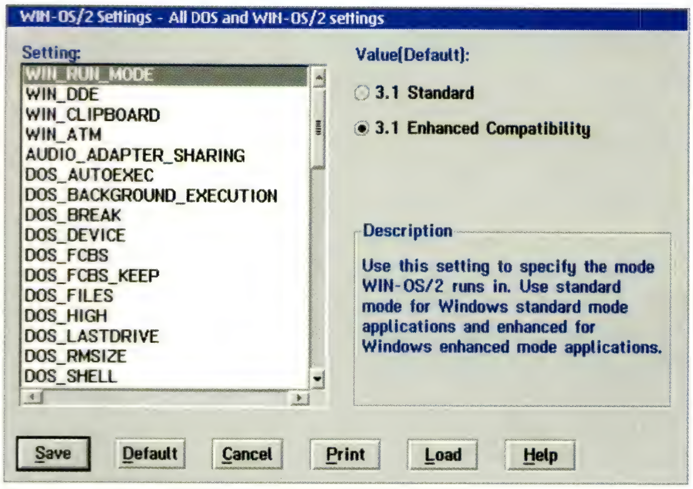
```
loading data... please wait...
Data loaded (3229 entries in 4.000000 seconds).
Enter account code or portion of name:
```

Wed 20/09/10(13:44 Up : 00d 00.26 CPU : 39%

Figure 3. Work Area Open.



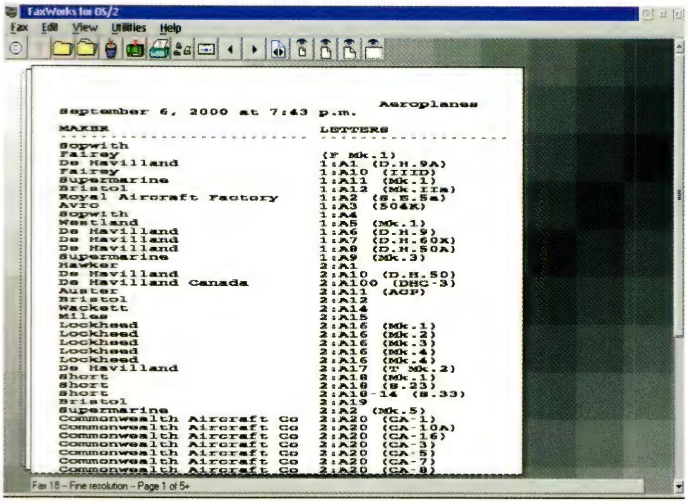
WIN-OS/2 Settings - All DOS and WIN-OS/2 settings

Setting:
WIN_RUN_MODE
WIN_DDE
WIN_CLIPBOARD
WIN_ATM
AUDIO_ADAPTER_SHARING
DOS_AUTOEXEC
DOS_BACKGROUND_EXECUTION
DOS_BREAK
DOS_DEVICE
DOS_FCBS
DOS_FCBS_KEEP
DOS_FILES
DOS_HIGH
DOS_LASTDRIVE
DOS_RMSIZE
DOS_SHELL

Value(Default):
○ 3.1 Standard
● 3.1 Enhanced Compatibility

Description
Use this setting to specify the mode WIN-OS/2 runs in. Use standard mode for Windows standard mode applications and enhanced for Windows enhanced mode applications.

Figure 4. Program Settings.


FaxWorks for OS/2
Fax Edit View Utilities Help
Fax 18 – Fine resolution – Page 1 of 5+

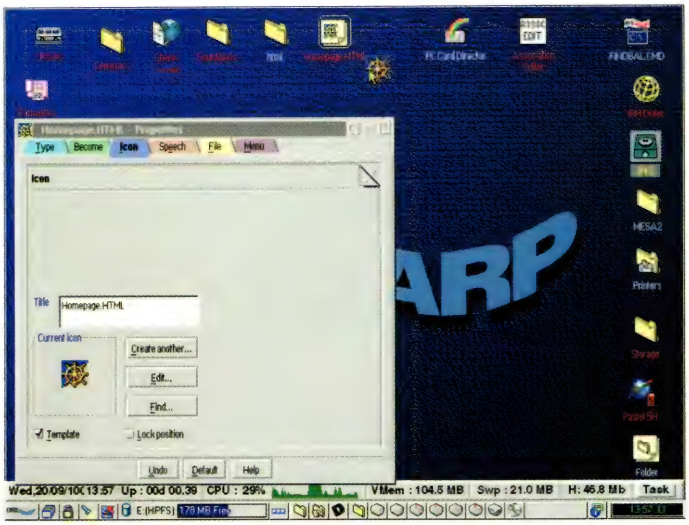
```
                                              Aeroplanes
September 6, 2000 at 7:43 p.m.

MAKER                          LETTERS
- - - - - - - - - - - - - -    - - - - - - - - - - -
Sopwith
Fairey                         (F Mk.1)
De Havilland                   1:A1  (D.H.9A)
Fairey                         1:A10  (IIID)
Supermarine                    1:A11  (Mk.1)
Bristol                        1:A12  (Mk.IIa)
Royal Aircraft Factory         1:A2  (S.E.5a)
Avro                           1:A3  (504K)
Sopwith                        1:A4
Westland                       1:A5  (Mk.1)
De Havilland                   1:A6  (D.H.9)
De Havilland                   1:A7  (D.H.60X)
De Havilland                   1:A8  (D.H.50A)
Supermarine                    1:A9  (Mk.3)
Hawker                         2:A1
De Havilland                   2:A10  (D.H.50)
De Havilland Canada            2:A100  (DHC-3)
Auster                         2:A11  (AOP)
Bristol                        2:A12
Wackett                        2:A14
Miles                          2:A15
Lockheed                       2:A16  (Mk.1)
Lockheed                       2:A16  (Mk.2)
Lockheed                       2:A16  (Mk.3)
Lockheed                       2:A16  (Mk.4)
Lockheed                       2:A16  (Mk.4)
De Havilland                   2:A17  (T Mk.2)
Short                          2:A18  (Mk.1)
Short                          2:A18  (S.23)
Short                          2:A18-14  (S.33)
Bristol                        2:A19
Supermarine                    2:A2  (Mk.5)
Commonwealth Aircraft Co       2:A20  (CA-1)
Commonwealth Aircraft Co       2:A20  (CA-10A)
Commonwealth Aircraft Co       2:A20  (CA-16)
Commonwealth Aircraft Co       2:A20  (CA-3)
Commonwealth Aircraft Co       2:A20  (CA-5)
Commonwealth Aircraft Co       2:A20  (CA-7)
Commonwealth Aircraft Co       2:A20  (CA-8)
```

Figure 5. Faxworks showing DOS Report.

Shadows

Folders can of course be buried anywhere in the tree structure of a hard drive. If I create a shadow of a folder (similar to a link in Windows) on the Desktop, I can access its contents more quickly. I can create a shadow in a couple of ways — with a right-click to access the folder popup menu, or by a "single click and drag" to the destination while holding Ctrl+Shift.


Homepage.HTML – Properties
Type
Become
Icon
Speech
File
Menu
Icon
Current icon
Create another...
Edit...
Find...
Undo
Default
Help
ARP
Wed,20/09/10(13:57 Up : 00d 00.39 CPU : 29% VMem : 104.5 MB Swp : 21.0 MB H: 46.8 Mb Task
E:(HPFS)

Title: Homepage.HTML

☑ Template ☐ Lock position

Figure 6. Template Icon.

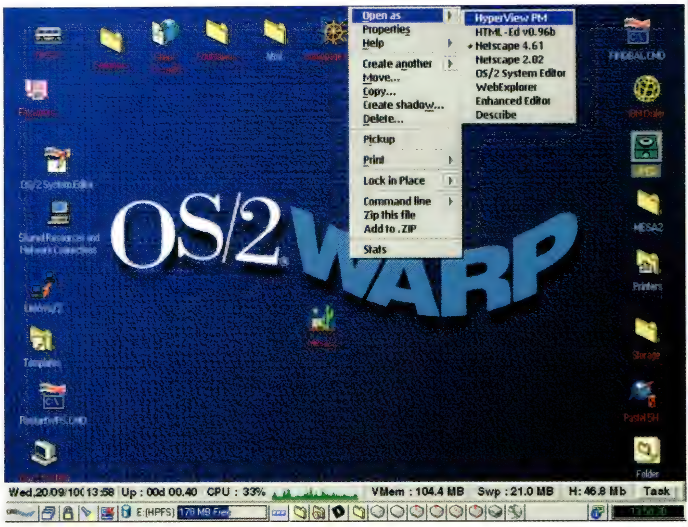


Figure 7. Multiple Associations.

The shadow now has its own object identity and remains distinct from the original. Its function is to accept any actions (clicks, double-clicks, changes to properties etc) and have them apply to the original, and vice versa to reflect actions performed on the original. That is, OS/2 enables a two-way connection between the shadow and its original. The shadow can be deleted without affecting the original, but because it has a subsidiary function to point back to its original, if the original is deleted, logically the shadow is deleted with it.

The shadow dynamically retains its two-way connection even if the original is moved. So I can go to the original location of a folder and move it say from Drive H: to Drive G:. If I return to Desktop and click on the shadow:

- it now points to the new location and
- all objects within the folder are accessible and functional.

Program References

I can create an object that refers to a program, (known in OS/2 as a Program Reference Object). On the Desktop I may have such an object that refers to say my Accounting Program, which happens to be a Windows application. Using the DOS & Windows support built into OS/2 I can assign certain features to the environment it will use, select the AUTOEXEC.BAT file that will run when the program starts and assign command line parameters to the object. I can also keep all of these distinct from those same attributes that apply directly to the (executable) program itself. The example object on the Desktop is labelled "Pastel 5H" but the executable program name is actually "Pastel5.exe." (see Figure 4).

I can create another object referencing that same program to operate slightly differently, for example giving it the title "Accounts — Last Year" and setting command line options for the program to automatically start with last years accounts. I can also go to a folder, find another program and create a new object on the desktop. The Program Object will automatically be assigned a default set of properties according to its nature (OS/2, Windows or DOS). I can double click on that object to run the program and it will appear to behave exactly as if I was directly starting up the actual .EXE file or had typed its name at the command line — DOS-style. I can delete the object from the desktop when I am done, without risking the loss of the actual program.

Fax Freedom — Even for DOS Programs!

This object concept applies even to transient entities such as print jobs. Every printer device in OS/2 handles print jobs as objects. A Fax device with attributes to transmit output files as faxes may be built as a print object and will appear in the list of printers available to all native OS/2 programs.

But even DOS and Windows programs that have never been built to recognise a Fax device or a modem may be Fax-enabled. When the native OS/2 fax application Faxworks is registered upon installation, logical device LPT3 (another object) is established as an alternative source of fax jobs.

So I can go to my venerable and trusty DOS database program PC-File, prepare a report and print it to LPT3. As soon as the print job is closed, Faxworks collects it from LPT3 (which has been assigned the attribute of "Fax") and spools it for faxing (see Figure 5) exactly the same as if it had come from a native OS/2 program designed to recognise the Fax device.

Multiple Attributes, Multiple Purposes

Data files are another form of discrete object to OS/2 with particular attributes reflecting the fact that they are used as the "raw material" for application programs.

Any object can be turned into a template for use in creating new copies. The properties Icon panel has a check-box "Template". When that is checked the icon appearance becomes a yellow pad, almost like a Post-It Notepad™ (see Figure 6) to reflect its new capabilities. With a right click and drag I can peel off a new copy from the original, and deposit it on the Desktop.

The Template and the new copy are identical but distinct and the new copy has a new name. The properties of the data file include a definition of one or more of a list of file types. With each type may be associated one or more programs which use that file type. For example one file may have the type HTML plus the type Plain Text. It may then be viewed as a text file using say the System Editor, or as HTML Web page using Netscape, Web Explorer or another browser, or the page may be edited using a HTML editor or Web page creation program. The file is not restricted to being assigned exclusively to one particular program.

The available file types are accessible in a Program (using its Properties Associations panel) and any number of programs may be associated with a file type. We may also associate a program by file name or extension. (see Figure 7).

Desktop Extensions

Because of the robust and flexible OS/2 design, third party developers are able to build extensions to the Desktop environment which add to or modify Desktop functions. Some of the mouse functions available (from eight pages of options) in my favourite utility "NPSWPS" include:

- Pointer Wrapping at Screen Borders (vertical and horizontal) allows me to move the pointer anywhere on the screen with minimal hand movement
- Shift Pointer to Focus/Activate Window at Pointer allows me to move the pointer to a new window and without a click that window becomes active
- Automatic Menu Selection — if a window becomes active by program action, the pointer automatically goes to the window and to the default button if applicable.

The Power of OS/2 Warp

OS/2 is a clear demonstration that "object-oriented" is not merely a buzzword. It has been brought out of the clouds, and applied to real-life situations: indeed OS/2 = Objects Everywhere. About the only objects you won't find on an OS/2 system are named "Melissa," ILuvU," "Concept.VBS" and so on.

OS/2 offers power, productivity and stability which is not about to disappear.

If you want to experience more of the power of OS/2, the SIG meets on the fourth Tuesday each month. If you think you might like to try it, we will happily install OS/2 from your APC July cover CD-ROM.

About the Author

John Angelico CPA, talldad@kepl.com.au is co-convener of the OS/2 SIG and has been operating OS/2 in the family business since 1993. ❑

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IT — The Emperor's New Buzzword?

Major Keary

A Little Polymic

Remember the children's story, *The Emperor's New Clothes*? It might be very old, but the message is still valid.

Do the people who constantly spout "IT" (with or without the full stops) know what it means beyond being an abbreviation for *information technology*? That particular IT is not to be confused with *Information Theory*, defined by ISO and which can be briefly described as the study of encoding and transmitting information. Information Theory is the foundation of data compression.

Information Technology, on the other hand, is an amorphous term that means whatever the Humpty Dumpty's of the media, government, universities, and business choose — Humpty Dumpty was Lewis Carrol's character who said, "When *I* use a word it means just what I choose it to mean — neither more nor less".

In 1997 a newspaper's unremarkable computer supplement was transmogrified to *I.T., Information Technology for Professionals* who — according to the first issue under the new masthead — apparently got "their live sports fix from a desktop computer". Another item told them to worry about sexual discrimination in the office, which one might have considered to be a human-resources management problem rather than anything to do with technology.

Jonar Nader (*Prentice Hall's Dictionary of Computing*) defines IT as "A general term used to refer to all aspects of technology that encompass the creation, storage, display, exchange, and management of information for business, artistic, scientific, recreational, or personal use". That is about as general as one can get, a bandwagon with room for all.

If one cares to search Hansard there is a record of a Government minister citing the Nintendo Play Station as an example of information technology.

There is an Information Technology Association of America that lives at 1616 N. Fort Myer Dr., Arlington, VA 22209, USA. Formerly known as the Association of Data Processing Service Organizations, it "defines performance standards, improves management methods and monitors government regulations in the computer services field" [Freedman: *Computer Desktop Encyclopedia*].

From Where Did IT Come?

The term, information technology, was coined by Harold Leavitt and Thomas Whisler in an article, *Management in the 1980s*, published in Harvard Business Review (XXXVI 41/1 November–December 1958). It is well worth reading for the accurate prediction of what was to happen to middle management; usually writers who engage in futurology are good for a giggle when revisited some four decades later, but in this instance the authors were remarkably accurate. They used *information technology* in the abstract rather than as a concrete term:

> *"Over the last decade a new technology has begun to take hold in American business, one so new that its significance is still difficult to evaluate. While many aspects of this technology are uncertain, it seems clear that it will … [have a] … far-reaching impact on managerial organization. …*
>
> *"The new technology does not yet have a single established name. We shall call it information technology. It is composed of several related parts. One includes techniques for processing large amounts of information rapidly, and it is epitomized by the high-speed computer. A second part centers around the application of statistical and mathematical methods to decision-making problems; it is represented by techniques like mathematical programming, and by methodologies like operations research. A third part is in the offing, though its applications have not yet emerged very clearly; it consists of the simulation of higher-order thinking through computer programs."*

Jacques Attali was Professor of Economics at the Paris École Polytechnique, for ten years was a principal advisor to President Mitterand, and later became president of the European Bank for Reconstruction and Development. In the 1970s he wrote a book about likely developments in the 21st century and refers to "*the astonishing new information technologies*" in the context of communications — especially the transmission of "drawings, designs, and images vital for industrial production".

In 1984 the National Westminster Bank Quarterly Review of August 13 said: "The development of cable television was made possible by the convergence of telecommunications and computing technology (… generally known in Britain as information technology)". [OED]

Even though ISO uses the term it does not offer a definition, which is interesting when one considers ISO's passion for defining things; leave a couple of words unattended for five minutes in an ISO office and you'll find that someone has defined them as a term. ISO/IEC Joint Technical Committee 1 (JTC1) has used *information technology* since about 1990 in the description of character encoding standards. For example, ISO/IEC 9281-1:1990 (JTC1) is catalogued as:

Information technology—Picture coding methods–Part 1

but ISO/IEC 8859-9:1989 (JTC1) is catalogued as:

Information processing — 8-bit single-byte coded graphic character sets–Part 9: Latin alphabet No.5

The use of *information technology* in ISO/IEC documentation seems to have coincided with a decision to resolve the problem of conflicting character encoding standards issued by two technical committees (TC97 and TC46) that later merged to become JTC1.

Why Define IT?

When law firms, accounting practices, universities, and government intrumentalities hold themselves out as having expertise, authority, or some other special qualification in respect of something, then they should be able to present a clear definition.

At present the term, *information technology* — and its ubiquitous abbreviation, *IT* — is so amorphous as to be meaningless. It might as well stand for *idiots talking*. A representative of one

"IT" law firm, on admitting an absence of any definition, was asked, "why do you use it?". The response was, "Because it's catchy".

No other profession or industry describes itself as this or that *technology*. For example, the automotive industry draws on the product and work of an enormous range of occupations and disciplines: from rubber tappers to chemical engineers. Decisions about what roads will be built to what standards are made by people who may not even have a driver's licence, let alone professional qualifications in any of the sciences associated with civil engineering. Decisions about the purchase of car and truck fleets are more likely to be made by accountants than mechanical engineers.

Information technology has been a useful abstract term to describe a perceived development. What we now see is its application in a concrete sense, but without the benefit of definitional reinforcement.

The word, information, appeared in Middle English under various spellings. Chaucer used it in his *Tale of Melibeus* (1386): "*Whanne Melibee hadde herd the grette skiles and resons of Dame Prudence, and hire wise informacions* …". It means no more than *a fact or circumstance of which one is told*. As we all know, when someone, or some corporate body, provides information it is not necessarily true.

Since its introduction the word has found a legal meaning, and in the 1920s was drafted for use in mathematics. ISO has defined *information* as "the meaning that is currently assigned to data by means of the conventions applied to that data", which doesn't seem to relate to the 'I' in IT.

Technology comes from a Greek word meaning "a systematic treatment (of grammar etc.)" [OED] and is an extension of the Greek word for art or craft. Technology is not synonymous with scientific discipline.

Convergences and Divergences

Convergence, thank goodness, has dropped out of the media vocabulary where, for a while, it was a kind of magic pudding. There is nothing remarkable about convergence of technologies; ever since people learned to sharpen and harden the point of a stick using fire there has been a continuum of technology convergence. The wires that carried Morse code were later adapted to telephony, fax, and teletype; they have been carrying binary data since Baudot code was invented about 1880.

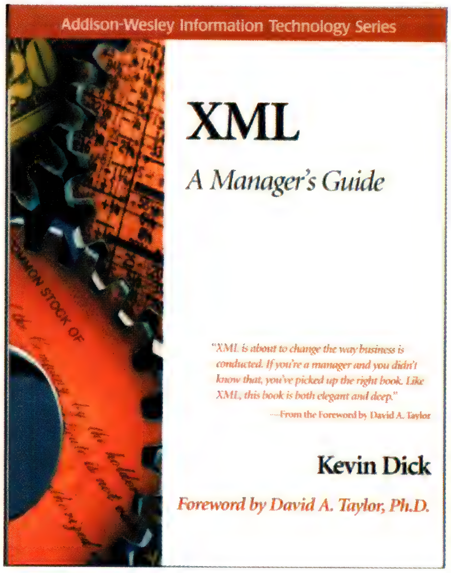
Having been suitably amazed by the magic of convergence, we may now be seeing a divergence. There is a dichotomy that separates the management of hardware, networks, operating systems, and applications from the management of knowledge.

Knowledge is not a synonym for information. As already mentioned *information* can be — and often is — wrong; on the other hand *knowledge* has a connotation of truth. The word is defined by OED as, *In the general sense: the fact or condition of having information acquired by study or research; acquaintance with ascertained truths, facts, or principles; information acquired by study; learning; erudition.*

Knowledge can encompass transactions, the state of an organisation's financial position, general business records, statistics, results of research, and any of those things one might find in a real library. An enterprise's knowledge base is a vital resource and an important asset, the management of which requires its own skills. They differ from those necessary to the management of machines, systems, and software. Knowledge management involves the control of acquisition, verification, storage, processing, retrieval, presentation, interpretation, and creation of human-readable information.

A good example of the difference is the *Standard Generalized Markup Language* (SGML), and — more recently — XML. SGML dates back some thirty years; its architects wrote no programs and were not concerned about hardware or operating systems. They laid down a specification with which software engineers should comply. Since then SGML applications have been running on hardware that was not even a glint in an engineer's eye in 1970. SGML documents are processed by applications written by programmers who weren't born when the documents were created.

In writing of XML's capacity to enable "communities of users to create [markup] languages that best capture their unique data and ideas" Chuck Musciano and Bill Kennedy comment that, "even if no browser exists that can accurately render these new tags in a displayable form, the ability to capture and standardize information is tremendously important for future extraction and interpretation of these ideas" [*HTML & XHTML — The Definitive Guide*].



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Kevin Dick

Foreword by David A. Taylor, Ph.D.

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ISBN 0-201-433354-4
Published by Addison-Wesley,
185 pp., RRP $49.25 inc. GST

The next time you see or hear 'IT' mentioned, ask yourself: do they know what they are talking about? ❑

Creating a Web Animation

John Swann

You should consider three principals when using animation for your Web page. It must be simple, small and relate to the overall design/theme to be effective. Even if your animation doesn't load properly you should still be able to view the rest of the page. The other factor you need to consider is the downloading time. Until the majority of users are connected to Telstra's ADSL or cable the file size of your Web page is critical so make the JPG or GIF files as small as possible. If your page is designed for general use having animation that requires plug-ins like "Flash" may lose visitors if they have to download software to view your fancy Web page design.

For our animation we are using last months GS logo created in Paint Shop Pro 5. I am using version 6.02 this month but the following steps also applies to version 5.

A. Figure 1

1. Load the GS logo then click the "type" layer name to make it active. Right click then select "duplicate" from the drop down menu. Double click the duplicate layer name and in the layer properties dialogue menu insert "type 1" in the name box. Repeat this step to create "type 2" layer. You should now have "type", "type 1" and "type 2" layers.

B. Figure 2

1. Make the " type 1" layer active". From the Image menu highlight Effects and select "mosaic-antique".
2. In the "grid setting" use 41 for both values. For the "mosaic settings" use 50 for the "glass curvature" and set the remaining values at zero.
3. With "type 2" layer active repeat step 2 with the "grid setting" values at 86 and use the same values for the "mosaic setting" in step 2.

   We need to create 3 separate graphic files for our animation. Turn off the visibility for both "type 1" and "type 2" layers so only the "type" with "circle" and "background" layers are showing. From the File menu click "save copy as" and select Compuserve Graphic Interchange gif file format. Name the new file GS. Repeat for "type 1" and "type 2" layers and name the new files GS1 and GS2 accordingly.

From the File menu click "run animation shop".

C. Figure 3

1. Click the Animation Wizard button on the top tool bar in Animation Shop. Select, "same size".
2. Select, "opaque".
3. Select, "centre in the frame" and "with canvas color".
4. Select, yes for "repeat the animation".
5. Click "add images" and from the folder where you saved the GS.gif files, select GS.gif, GS1.gif and GS2.gif and then click finish. The 3 gif files will load and appear on the screen as a filmstrip.

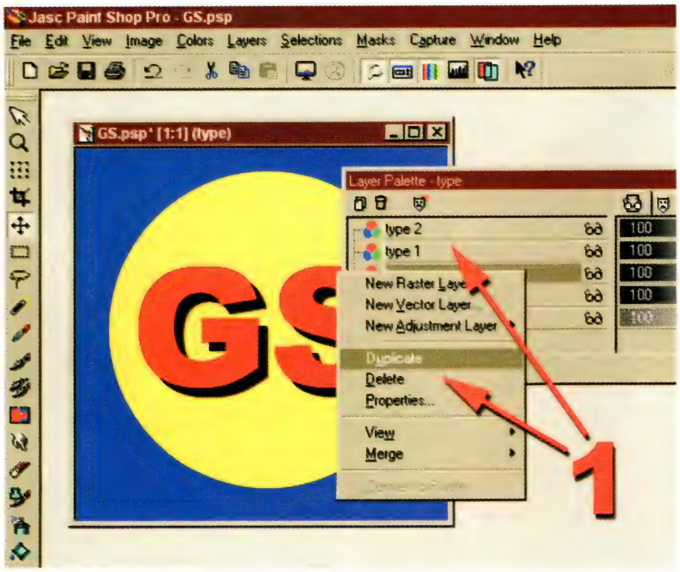
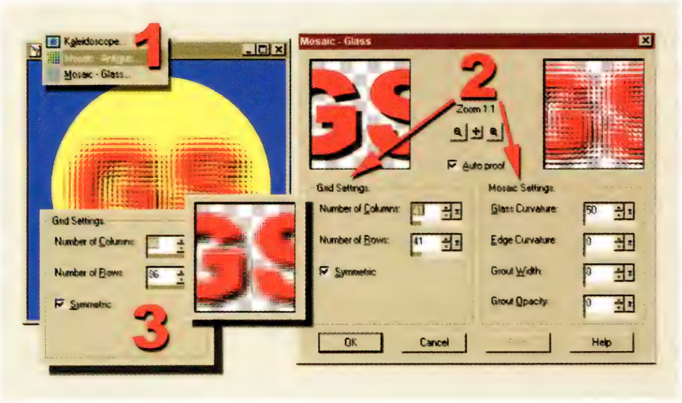


Figure 1.



Number of Rows: 41

Glass Curvature: 50

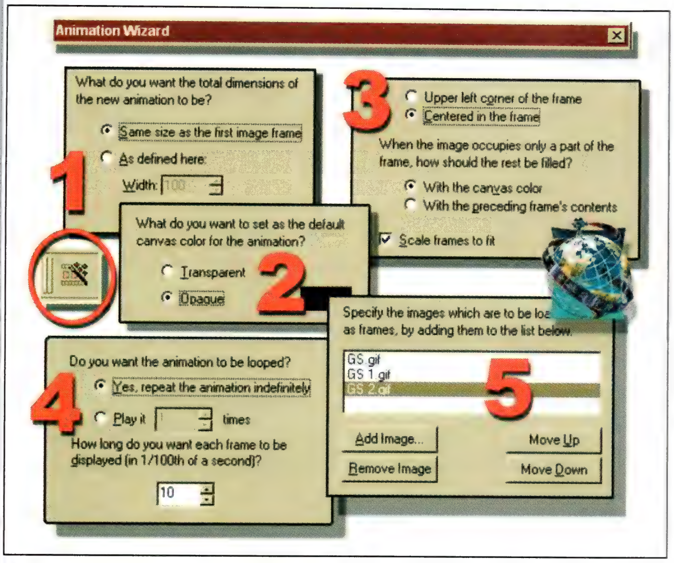
Edge Curvature: 0

Grout Width: 0

Grout Opacity: 0

Number of Rows: 86

Figure 2.



What do you want the total dimensions of the new animation to be?
● Same size as the first image frame
○ As defined here:
Width: 100

What do you want to set as the default canvas color for the animation?
○ Transparent
● Opaque

○ Upper left corner of the frame
● Centered in the frame

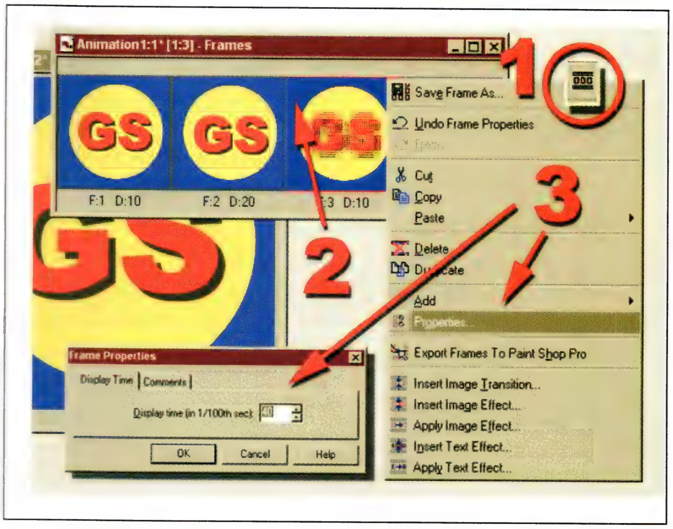
When the image occupies only a part of the frame, how should the rest be filled?
● With the canvas color
○ With the preceding frame's contents
☑ Scale frames to fit

Specify the images which are to be loaded as frames, by adding them to the list below.
GS.gif
GS 1.gif
GS 2.gif

Do you want the animation to be looped?
● Yes, repeat the animation indefinitely
○ Play it 1 times

How long do you want each frame to be displayed (in 1/100th of a second)?
10

Figure 3.

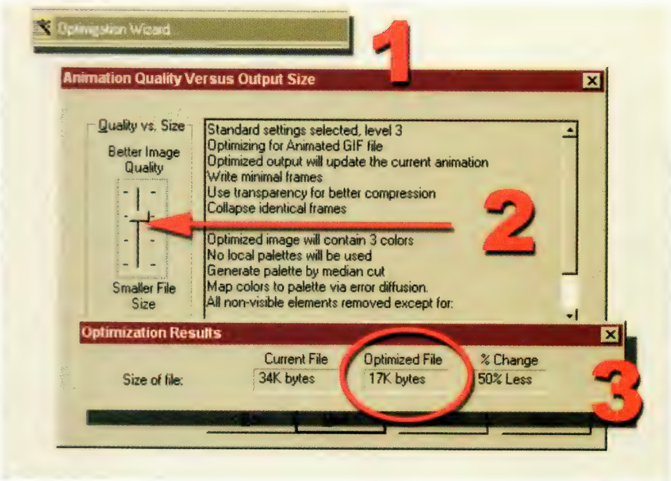


Display time (in 1/100th sec): 40

Figure 4.

D. Figure 4

1. Click the Run Animation button to view how the cells play in sequence and if the display time needs to be altered to give the desired effect. The display time is set at default 10. We need a longer pause between the GS cell and cells GS1 and GS2.
2. Click the GS cell to make it active.
3. Then right click and highlight “properties”. Click “properties “ to open the “display time” properties box. Change the value from 10 to 40. Once the animation is running as you want the next stage is to save the file in the smallest possible size without losing quality.



Standard settings selected, level 3
Optimizing for Animated GIF file
Optimized output will update the current animation
Write minimal frames
Use transparency for better compression
Collapse identical frames
Optimized image will contain 3 colors
No local palettes will be used
Generate palette by median cut
Map colors to palette via error diffusion.
All non-visible elements removed except for:

	Current File	Optimized File	% Change
Size of file:	34K bytes	17K bytes	50% Less

Figure 5.

E. Figure 5

1. Highlight File and click “optimisation wizard”
2. The “animation quality versus output size” box enables you to choose the number of colours in relation to the file size. It’s graded in 4 levels with 4 using the original colour palette. Set the slide 2 levels down then click “next”.
3. The resulting file size will appear in the “optimized file” box. You can resize the file by clicking “back”. Once you have fine-tuned the file optimisation, the animation will be saved as a gif.

Web page animation adds that extra degree of interest that hopefully will hold the visitor’s attention (about 10 seconds) to read the rest of the page. If you have any questions about this month’s tutorial or computer graphics in general then come along to our monthly Graphics SIG meeting held every 3rd Monday. Details on page 14. ❑

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An Introduction to Raytracing

Myles Strous

One of the aspects of personal computers that continues to give me great pleasure is the ability to create three-dimensional graphics, from photo-realistic images and animations to clay animation or cartoon figures to realtime immersive environments.

Rendering is the term given for the technique the computer uses to create images from the set of instructions that you, the artist, have given it.

As the artist you define the position and shape of the objects you see through the window, the colours and physical properties of their surfaces, and the placement and types of lights that illuminate them. You can do this using either a graphical interface, where you might see the objects in a wireframe or simplified view, or through a script interface somewhat like a programming language. Fortunately you don't have to know any of the mathematics behind all this — the software does it all for you. However, you probably will need a basic grasp of the X, Y, and Z axes common in the three-dimensional world.

While there are other techniques for rendering, raytracing is in some ways the easiest process to understand. Imagine that you have one eye, a single tiny dot, and that you are looking at the world through a small rectangular window a short distance in front of you, filled with a wire mesh. The small rectangular window is your computer screen, or a file representing it, and the holes in the screen mesh represents the pixels on your screen, while your eye is the virtual pinhole camera in the raytracing program. Instead of really seeing through the camera, the software mathematically projects a line from the imaginary camera (your eye) through each pixel on the screen (each little hole in the screen mesh) and determines if the line hits any objects in the scene you have described (see Figure 1). If the line hits, the pixel is filled with the colour of the object at that position, allowing for lights, reflections and other influences.

This method of rendering allows for relatively easy addition of extra features such as simple shadows and reflections. For shadows, when a ray from the camera hits an object, the software creates lines from that point on the object to each light you have defined in the scene. If a line doesn't hit anything else the the point is illuminated by that light, if the line contacts other objects beforehand then the point will be shadowed from that light. This makes for easy sharp-edged shadows (a point is either in the shadow or not).

For reflections, the software calculates at what angle the line from the camera would bounce off the surface it has contacted, and whether the bounced line contacts any other objects in the scene (see Figure 2).

There are a number of other techniques used to calculate or render images, which can also produce very good images — scanline rendering, z-buffers, a-buffers, etc. A very simple realtime version used by some games is known as raycasting, which divides the floor of a scene up into squares and only casts a single ray through each square.

Many people tend to call all non-raytracing techniques by the term scanline rendering, but this is not always correct, nor is scanline rendering a single technique, but rather a group of techniques. Some of these alternative techniques are faster than raytracing and are used when speed is more important, such as animation, when many hundreds of images may need to be rendered. Often there are ways of avoiding calculations that require excessive amounts of time, such as using an image as a fake reflection.

Large images, or images containing large numbers of lights, complicated objects and complex textures, can still take a lot of time to render, whatever the technique used. Some home

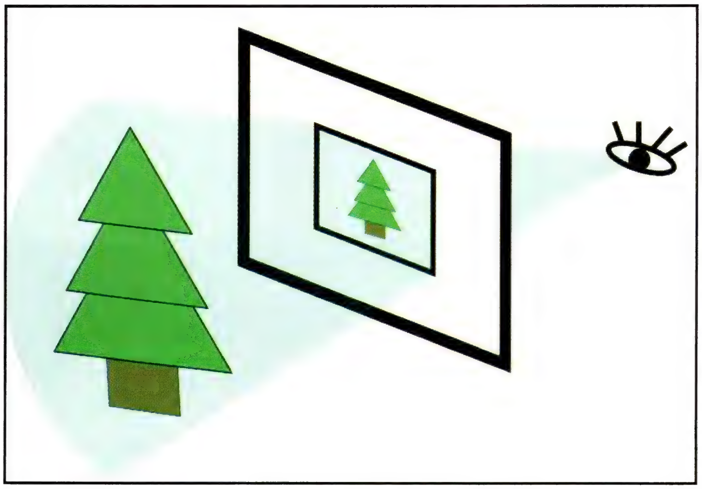

Figure 1. Basic camera model used by raytracing software.

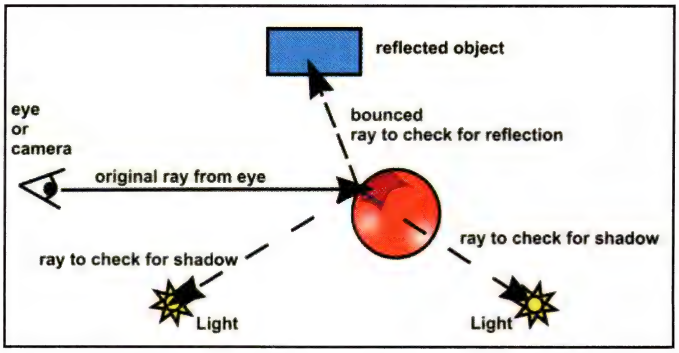

Figure 2. Calculating reflections and shadows.

rendering enthusiasts create large complicated images that may take days to render on slower computers, although there are also home users creating spectacular images that render in minutes. Some of the frames in Toy Story took 4 hours or more to render on one computer, even using rendering techniques that were faster rather than raytracing. To get the large number of frames needed for the movie rendered in a reasonable amount of time, Pixar used a large number of computers networked together and used specifically for rendering, a setup known as a render farm.

Some software uses a hybrid renderer, which uses a faster technique for non-reflective non-transparent objects, but uses slower raytracing calculations for reflective objects or transparent refractive objects.

Carefully watch computer-generated animations (including feature films) and you'll sometimes see where they have taken shortcuts e.g. a large glowing object that throws sharp-edged shadows instead of fuzzy ones. In some cases this may be a cinematic decision for artistic purposes, but in some cases it is used to decrease rendering times by faking the light cast by the large glowing object with an invisible simpler type of "lightbulb" or "spotlight" that renders much faster.

My first significant venture into the area of 3D rendering was with a freeware program that I still recommend and that is still in active development: the Persistence Of Vision Raytracer, better known as POV-Ray. It now has it's own website, http://www.povray.org/, where you will also find many links to tutorials, helper utilities, modelling software, ready-made objects, and include files, the POV-Ray equivalent of plug-in extensions.

The large POV-Ray user community is extremely helpful and generous to new users, and included in the software distribution package are extensive help files and sample scenes.

POV-Ray uses the programming style of interface where you write scene descriptions to define your image in a similar manner to writing computer programs. There are utilities and modellers for POV-Ray that will allow you to do this in a graphical way without writing anything, using instead an interface somewhat similar to a drawing or illustration program.

Let's look at a very basic scene in POV-Ray. We specify a camera, with some very basic details:

```
camera
{
  // camera position X, Y, Z
  location  <0.0, 0.5, -4.0>
  // camera focus point X, Y, Z
  look_at   <0.0, 0.0,  0.0>
}
```

We describe a light by its type, position, and colour. The most common light for beginners is the point light, which acts like a light globe shining in all directions.

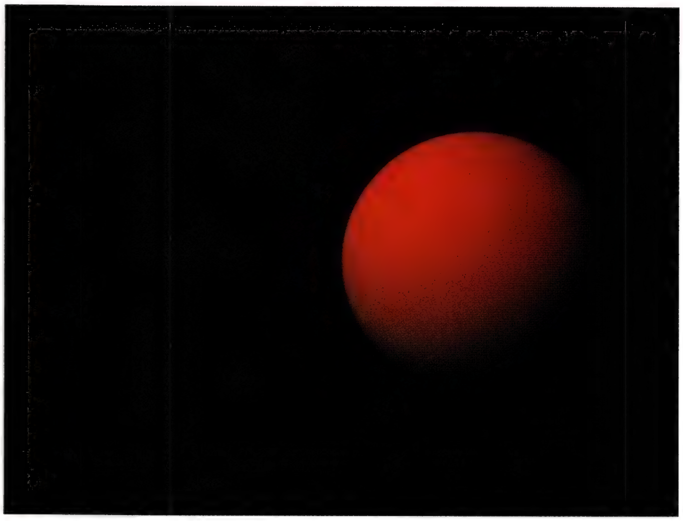

Figure 3. Simple raytraced scene example..

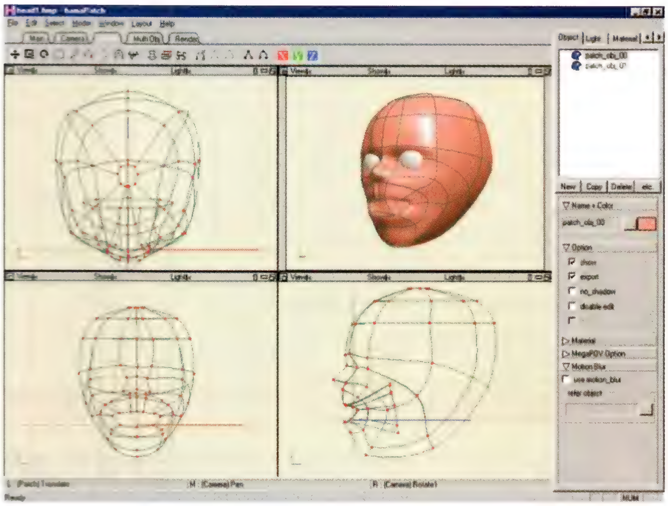

Figure 4. HamaPatch interface, quad view.

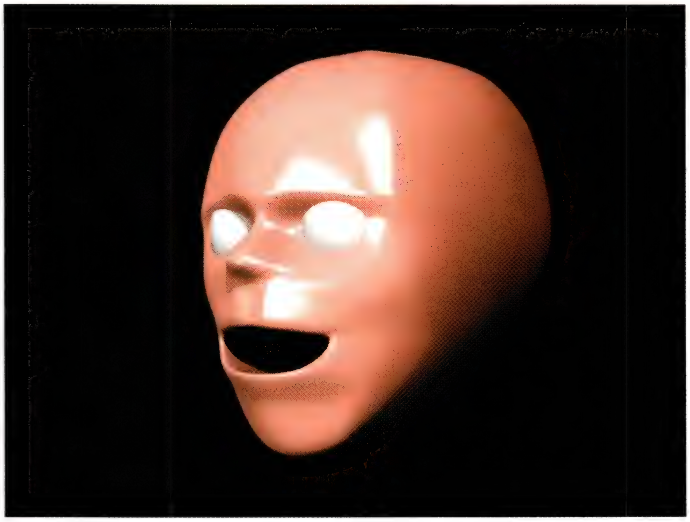

Figure 5. Image rendered with POV-Ray, modelled in HamaPatch..

```
// standard point light source
light_source
{
  // light's location X, Y, Z
  <-30, 30, -30>
  // light's colour defined in terms
  // of red, green, and blue
  color red 1.0  green 1.0  blue 1.0
}
```

Thirdly, we describe something to look at : a sphere (chosen because it is simple to describe and quick to render).

```
sphere {
  // centre X, Y, Z and the radius or size
  // of the sphere
  <1, 0, 0>, 1
  // The basic surface colour of the sphere
  pigment {
    // Another way of defining red, green,
    // and blue.
    color rgb <1, 0, 0>
  }
}
```

Here is the whole scene description, with formatting squeezed up :

```
camera { location <0.0, 0.5, -4.0>
    look_at <0.0, 0.0,  0.0> }
light_source { <-30, 30, -30> color
    red 1.0  green 1.0  blue 1.0 }
sphere { <1, 0, 0>, 1 pigment { color
    rgb <1, 0, 0> } }
```

We start the computer rendering a scene based on this information, and some time later the software delivers an image created to our specifications (see Figure 3). As a comparison to the possibly frightening render times mentioned before, this simple scene used only 5 seconds rendering time on an Athlon running at 750 MHz, when rendered out at a resolution of 640 by 480 with anti-aliasing (edge smoothing) set to 0.3.

It is possible to write quite complicated scenes using the script interface, but for those more visually inclined, it is also possible to model an entire POV-Ray scene using a graphical interface (see Figure 4). One such interface is HamaPatch, a freeware modeler for POV-Ray and other programs, available from http://www.crosswinds.net/hamapatch/. You can even start the renderer from within some modelers so that for some scenes you may never see a line of POV-Ray code (see Figure 5).

This doesn't even begin to scratch the surface of what POV-Ray (or any other 3D rendering software) can be used to create. Download POV-Ray yourself from http://www.povray.org/ and enter the wonderful world of three-dimensional graphics.

After learning the basics of 3D creation and rendering, you might find POV-Ray sufficient for your needs, or you might wish to investigate some of the commercial rendering software available, for the interface and productivity features offered. If you are interested in seeing or talking more about raytracing and rendering, come along to one of the meetings of the Graphics Special Interest Group, Melb PC SIG room, third Monday of the month, 7.30 pm. Beginners welcome. Ask for Myles. ❑

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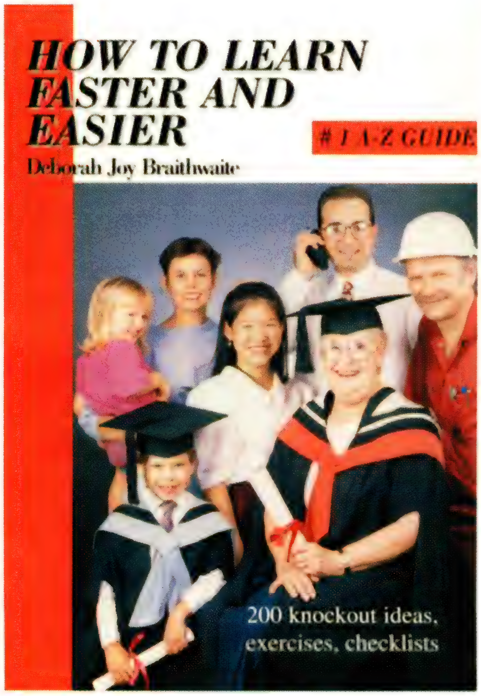
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Encyclopedia of Computer Science

Major Keary

The *Encyclopedia of Computer Science*, first published in 1976, is highly regarded as an authoritative resource on the subject of computer science. There is certainly no other single volume that can compare with it.

The fourth edition has just been released; in keeping with previous revisions it is larger, contains new material, and much of the existing material has been revised. The breadth and depth of coverage is remarkable; it is a true encyclopaedia — a term often misused to make run-of-the-mill glossaries look grand.

The contents deal primarily with *computer science*, but there is also much about what is, and can be done with computers. The articles, which appear in alphabetical order, fall into nine categories:

Hardware; Software; Computer Systems; Information and Data; Mathematics of Computing; Theory of Computation; Methodologies; Applications; and Computing Milieux. A table is provided to assist in finding articles that deal with particular topics; it lists all the articles (with page references) in sub-groups.

Thus, under the *Hardware* classification are sub-groups: *Types of Computers*, *Computer Architecture*, *Computer Circuitry*, *Digital Computers*, *Digital Computer Subsystems*, *Hardware Description Languages*, *Hardware Reliability*, *Maintenance of Computers*, *Molecular Computing*, *Optical Computing*, *Performance Measurement and Evaluation*, and *Quantum Computing*.

Two indexes are provided, one by general subject (some 7000 entries) and the other by personal name. The contents are very well organised and presented. The language is lucid, and even the more esoteric topics contain introductory material that can be comprehended by ordinary readers. The writing throughout is a good example of effective technical communication, which is not the same as what passes for "technical writing".

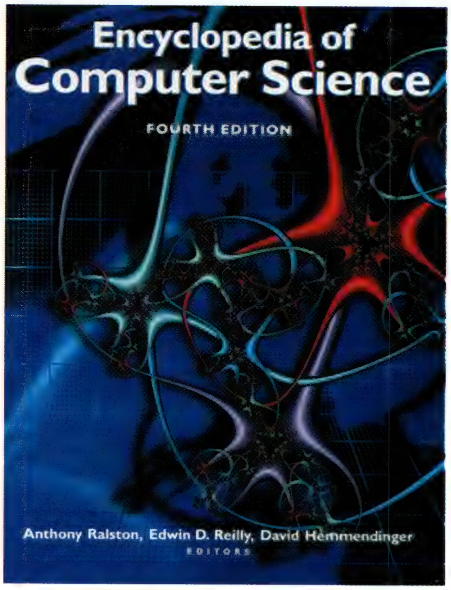
The focus is on providing information about *computer science* in the kind of detail that is meaningful to computer professionals, engineers, mathematicians, scientists, and students. Articles about mathematical subjects, such as *computer algebra*, contain detailed explanations that use mathematical expressions. In short, those topics that are to do with what are often called *the hard sciences* are discussed at a professional level, and in depth.

Apart from strictly computer science topics, there are articles on a wide range of related subjects. Of special note is the provision of historical information about the development of computers from earliest times, and inclusion of biographies of the pioneers. Much of that kind of material, including illustrations is sometimes difficult to find if one wants reliable detail. For example, the work of Konrad Zuse is significant but not widely documented in English.

There is an article, *Entrepreneurs*, that mentions some well known industry figures — some of whom are more notable for generating wealth than their original thought or scientific creativity.

Need information on an operating system (such as *Control Program Microcomputers*) or a programming language (BLISS, ECAPII, or DYNAMO III for example)? This is where to find that kind of detail. Need to track down a journal or magazine, such as *Annals of Combinatorics*? An appendix presents an extensive and detailed listing with contact URLs.

There are several appendices that contain useful material, such as an extensive listing of abbreviations and acronyms, a glossary of terms in five languages (handy if one needs the Russian word for file), and a list of presidents of major computing societies.


Encyclopedia of Computer Science
FOURTH EDITION
Anthony Ralston, Edwin D. Reilly, David Hemmendinger
EDITORS

The *pièce de résistance* is a timeline of significant computing milestones. Apart from being an interesting and informative chronology that puts development of computer science into a global context, there are some very amusing asides.

The *Encyclopedia of Computer Science* is a work of exceptional scope; the editors are to be congratulated on the success of what must have been a task of enormous proportions.

Ordinary readers should not be put off by the physical size of the volume, or its imposing title; it is a valuable resource for anyone interested in *real* knowledge. If you have children in secondary school, encourage the librarian to acquire this encyclopaedia. A copy is in the Melb PC library — a quiet browse is sure to convince you of its quality.

Ralston, Reilly, & Hemmendinger, eds.: *Encyclopedia of Computer Science*
ISBN 0-333-77879-0
Published by Nature Publishing Group, 2034 pp., hardcover,
RRP $360.25 incl. GST

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Members. Here is something you could hand around to your friends and acquaintances. Write your details in the *"How did you learn About Melb PC"* box opposite, then photocopy and distribute freely.

Why You Should Join Melbourne PC User Group

Melbourne PC User Group is many things to many people, after all it is the second largest user group in the world! Even though each of our thousands of members has a unique experience of Melb PC, we have a common belief in the value of computer users helping other computer users.

Helping Them Do What?

The list is almost endless — some of the things Melb PC is best known for are:

Support

Practical and emotional support. Whether you're trying to install a new operating system, a hard drive, a word processor or flight simulator, someone at Melb PC has been there and done that. You may find a whole group of people who meet regularly to discuss the very problem you are experiencing.

Meeting

One of the ways Melb PC helps its members support each other is through meetings. Within its diverse membership you'll find novices, old hands and everyone in between. Whatever you're trying to do, there's some-one to help you. As a member of Melb PC you'll also have the opportunity to meet industry leaders and technical experts representing major software and hardware vendors. They'll answer your questions and demonstrate the latest developments in computing technology, often before the general public gets the news.

Teaching, Learning and Enjoying

As an organisation, Melb PC with its range of skills and knowledge provides a range of formal and informal opportunities for teaching and learning new computing skills. So whatever the reason you use a computer, Melb PC helps you enjoy it more!

How?

Melb PC's greatest strength is its membership. With around 11,000 members, it is the world's second largest PC User Group. It was founded in 1984 and is still run by and for its members, people like yourself. Although Melb PC employs some staff, many activities such as maintaining the group's online services, organising monthly meetings etc., are performed by volunteers.

Who Belongs To Melb PC?

Anyone who uses a computer at work, school or play. Parents, children, grandparents and singles. Beginners, old hands, youngsters and oldies. Teachers, students, business operators, secretaries, CEOs, doctors, lawyers, plumbers, electricians, builders, pilots, writers, editors, engineers, journalists, accountants and more! You name it, Melb PC's members do it. Your membership is your key to a vast store of knowledge, an invaluable information resource and help in many fields. Your benefits of membership come to you in many ways throughout the year:

PC Update

Eleven times a year, Melb PC's magazine *PC Update* brings you news about computer hardware, software and how your fellow members use these to achieve their goals. You'll read about members' experiences, learning from their successes and mistakes. Each issue also covers the group's regular activities and any special "members only" events or offers the group has arranged. Your yearly Melb PC membership includes *PC Update* delivered.

Computer First-Aid and Dial Help

Free vendor support is becoming scarcer every year. It's no wonder many members find these two services, alone, worth the cost of membership. These are *"members only"* services. Experienced volunteers share their time and knowledge to help fellow members work through problems. Just knowing there is someone to call gives some members the courage to try something new.

Internet Access

The Internet is the foundation of the communication revolution and the key to success in the new millennium. Melb PC pioneered the provision of affordable Internet access and remains an acknowledged leader offering very competitively priced Internet access to members. The fast and reliable service provides connection speeds up to 56 kbit/s, with preconfigured software for ease of installation, helpful technical support, and is constantly evolving in pace with emerging technology.

Training

Whether you're an absolute beginner planning to buy your first computer or a power user looking to update your skills, Melb PC has a training course for you. Most courses are hands on, conducted in Melb PC's own, modern, Pentium-equipped training centre. These courses are *"members only"* so they are cost-competitive compared to similar courses elsewhere. Each month *PC Update* contains details of forthcoming courses.

Meetings

Our main monthly meetings include presentations by leading computer hardware and software vendors to Melb PC members and their guests. Speakers have included industry giants such as Bill Gates, Philippe Kahn and Gordon Eubanks, as well as the CEOs and senior managers from major Australian and overseas vendors.

Members win software worth thousands of dollars at these meetings. The meeting provides an opportunity for attendees to ask questions and get to know your fellow members better. With hundreds of members attending, the meetings are great for exploring your fellow members' problem-solving skills.

SIGs

If big groups aren't for you, or if you have a special interest, Special Interest Groups (SIGs) may be your thing. A SIG can deal with any topic, from a particular application to hardware, programming, or how to get the best from your equipment. Check a current issue of PC Update for meeting dates, locations, contact information and information about future events.

Bulletin Board

For a different style of electronic communications our group operates a free multiline Bulletin Board System (BBS) on 9699 6611. (You can dial in with your modem using Windows HyperTerminal, supplied with Windows.) There are numerous Freeware and Shareware files available to download.

Members can use the BBS to send messages around the world (in message forums similar to Internet Newsgroups), or to other members. Realtime online chatting with other members is also available.

Reference and Software Libraries

Members can browse or borrow books and magazines. An extensive range of shareware and freeware programs are reviewed in PC Update and are available on disk from the shareware library.

Whether you are an individual, family or company, one thing is clear. If you want to get the most from your computing experience, a Melb PC membership is a must. ☐

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Shareware Order Form

These are some of the most popular volumes in the Melb PC Shareware/Freeware library. Refer to the regular catalogue updates in PC Update for up-to-date listings of other disks. Use the blank section of this form for your choice from those listings.

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Postage/Packing is included. Costs: first disk (per order) $5, second disk $4, third and subsequent disks $3 each	**TOTAL**		

Training Order Form

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	TOTAL	

For Shareware and Training, use the remittance form on the back of this page.

Gateway Learning Library

Gateway Learning Library is a collection of interactive multimedia courses intended to familiarise users with the software installed on their Gateway computers. You don't have to own a Gateway computer to purchase the Library, but it sure helps if you do, since it entitles you to a hefty discount on the purchase price. There are two versions of the Library; one covering Microsoft Works 2000, and the other Microsoft Office Small Business 2000; both versions also include a tutorial on Windows 98.

Each program in the suite stars in its own tutorial on a separate CD-ROM, and with up to 10 CDs in each Library it makes quite a substantial package. I looked at the Microsoft Works 2000 version, which covers Windows 98, Works 2000, Word 2000, Money 2000, Encarta Encyclopedia 2000, Home Publishing 2000, Picture It! Express 2000, Netscape Communicator 4.51 and Internet Explorer 5.0 on 9 CDs. The Microsoft Office 2000 Small Business version is similarly targeted towards that suite.

Each tutorial is organised by topic, with the most basic topics presented first; while some tutorials offer a single level of difficulty, others are organised into grades (e.g. beginners, intermediate and advanced). Users can pick and choose topics and the order in which they do them, allowing them to control their training and progress at their own pace. There are no tests or examinations, but the software tracks courses completed. Unfortunately, it can't track multiple users on a single machine, so if you need this capability, you'll have to find another way of tracking each person's completed topics. Nor can the software return users to where they left off if they abandon a topic prior to completion.

As users progress through the course, they're prompted to click various buttons and dialog boxes, and type in fragments of text. Text must be entered exactly as shown, punctuation and all, otherwise the software remains mutinous. Users can choose to have the software 'do it for them', though, i.e. push the buttons or type the text.

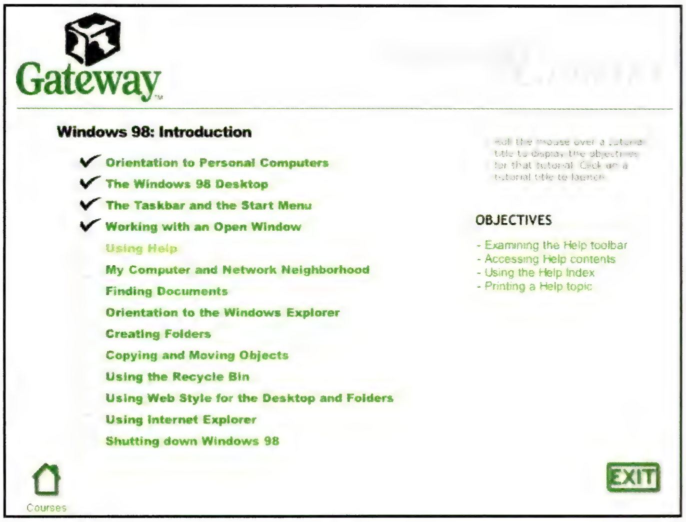
The software is simple to use, with no installation or setup — just put the CD in the drive and you're right to go. Tutorials are tightly organised and well laid out; each is self-sufficient, making it easy to jump among topics at random. There is no manual, but as the screens are simple and self-explanatory, it really doesn't matter. As for the topics themselves, the essentials are well covered, but don't expect a comprehensive exploration of more esoteric features.

Bernadette Houghton

In summary, the Gateway Learning Library offers a well-rounded set of tutorials which provide a good grounding in the relevant software. While the Library software itself lacks flexibility, it is easy to use and hard to go wrong.

Cost and Availability

Microsoft Works 2000 version $699 if purchased separately; $299 when purchased with a Gateway PC. Microsoft Office Small Business 2000 version $899 when purchased separately; $399 when purchased with a Gateway PC. Available from Gateway stores, by calling 0800 377 677 or visiting www.nz.gateway.com. ❑



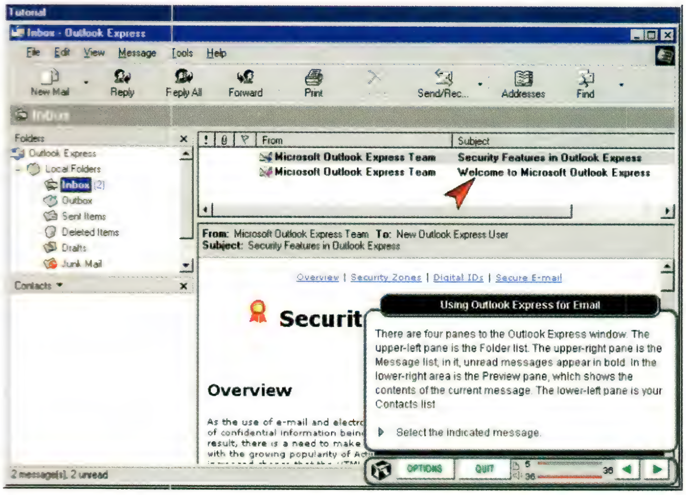
Windows 98: Introduction

- ✓ Orientation to Personal Computers
- ✓ The Windows 98 Desktop
- ✓ The Taskbar and the Start Menu
- ✓ Working with an Open Window
- Using Help
- My Computer and Network Neighborhood
- Finding Documents
- Orientation to the Windows Explorer
- Creating Folders
- Copying and Moving Objects
- Using the Recycle Bin
- Using Web Style for the Desktop and Folders
- Using Internet Explorer
- Shutting down Windows 98

OBJECTIVES

- Examining the Help toolbar
- Accessing Help contents
- Using the Help Index
- Printing a Help topic

Figure 1. The Windows 98 tutorial topic selection screen.



From	Subject
Microsoft Outlook Express Team	Security Features in Outlook Express
Microsoft Outlook Express Team	Welcome to Microsoft Outlook Express

From: Microsoft Outlook Express Team **To:** New Outlook Express User
Subject: Security Features in Outlook Express

Overview | Security Zones | Digital IDs | Secure E-mail

Using Outlook Express for Email

There are four panes to the Outlook Express window. The upper-left pane is the Folder list. The upper-right pane is the Message list; in it, unread messages appear in bold. In the lower-right area is the Preview pane, which shows the contents of the current message. The lower-left pane is your Contacts list.

▶ Select the indicated message.

2 message(s), 2 unread

Figure 2. A typical tutorial screen.

QBASIC and Mouse with Click, Double Click and Drag

Keith Phillips

In *PC Update*, December 1997 I described how to use single mouse clicks in QBASIC. That is extended here to include double clicks and drag. There are two new programs. The first, named ASSEMBLY.BAS (Figure 2) converts assembly code into a form that can be used in QBASIC. The second, named QB&MOUSE.BAS provided here in three separate parts (Figures 3, 4 and 5) demonstrates how to use the new mouse control.

ASSEMBLY.BAS makes the DATA statements that control the mouse and QB&MOUSE.BAS displays chess boards (Figure 1) like those published in The Age Saturday Extra and The Weekend Australian. Download QB&MOUSE.ZIP from the BBS or make the QBASIC programs on a floppy disk and decide later whether to copy them to another drive. Find QBASIC.EXE and QBASIC.HLP on any Windows9x CD-ROM and copy them to the floppy disk. Go to the DOS prompt, type A: and press enter to make drive A: the default drive. Comments can be omitted when typing QBASIC programs.

The first 15 lines of ASSEMBLY.BAS have an improved version of the mouse control program previously published in *PC Update*. The assembly code is to be stored in an array. The DW statements reserve the first four array elements for data. The first MOV statements copy the data into the AX, BX, CX & DX registers. Int33 runs the mouse driver (a program loaded by Windows9x on startup) which puts its results into the registers. The next MOV statements copy the results back into the first four array elements. There are 49 bytes of code. One more byte is added to make an even number because they are read in pairs. It doesn't matter what the extra byte is because RETF ends the assembly program. The Int33 functions used are listed in INT33HEX (Figure 6).

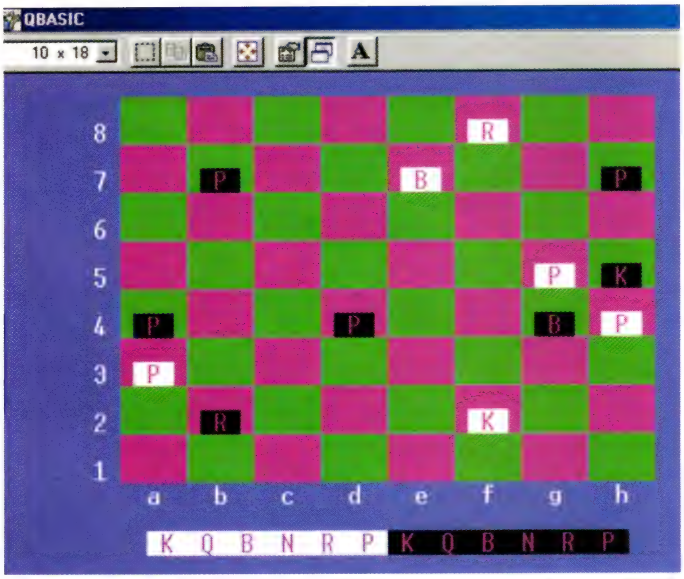


Figure 1. The Chess Board.

ASSEMBLY.BAS uses the CVI function to convert two-character strings into QBASIC short integers. The output of ASSEMBLY.BAS is ASSEMBLY.DAT which contains the DATA statement. If you have made ASSEMBLY.DAT, start QBASIC with the command:

```
QBASIC ASSEMBLY.DAT
```

This forces QBASIC to load a program that doesn't have the .BAS extension. The DATA statement has all the data values on one line, which is OK for QBASIC, but if you prefer, you can edit the data into several DATA lines. Type in the rest of the code from QB&MOUSE.1 (Figure 3). If you haven't made ASSEMBLY.DAT, open a new file in QBASIC and type all of the code from QB&MOUSE.1.

Then type in the subroutines from QB&MOUSE.2 (Figure 4) and save the file as QB&MOUSE.BAS.

The subprograms in QB&MOUSE.3 (Figure 5) are entered into QB&MOUSE.BAS as follows: in QBASIC, move the cursor to a blank line (a safe procedure is to press Ctrl+End) and type:

```
SUB AssemblyCode (ax, bx, cx, dx)
```

and press Enter. QBASIC opens a window for the subprogram. Type in the code from QB&MOUSE.3.

ASSEMBLY.BAS

```
‘HEXADECIMAL CODE*******MNEMONICS*******
DATA 00,00           : ‘ DW 00
DATA 00,00           : ‘ DW 00
DATA 00,00           : ‘ DW 00
DATA 00,00           : ‘ DW 00
DATA 2E,A1,00,00     : ‘ CS:MOV AX,[0000]
DATA 2E,8B,1E,02,00  : ‘ CS:MOV BX,[0002]
DATA 2E,8B,0E,04,00  : ‘ CS:MOV CX,[0004]
DATA 2E,8B,16,06,00  : ‘ CS:MOV DX,[0006]
DATA CD,33           : ‘ INT 33
DATA 2E,A3,00,00     : ‘ CS:MOV [0000],AX
DATA 2E,89,1E,02,00  : ‘ CS:MOV [0002],BX
DATA 2E,89,0E,04,00  : ‘ CS:MOV [0004],CX
DATA 2E,89,16,06,00  : ‘ CS:MOV [0006],DX
DATA CB,00           : ‘ RETF plus 1 byte
DEFINT A-Z: CLS
OPEN “ASSEMBLY.DAT” FOR OUTPUT AS #1
PRINT #1, “DATA “;
FOR i = 1 TO 25: READ a$, b$
  j = VAL(“&H” + a$): k = VAL(“&H” + b$)
  PRINT #1, CVI(CHR$(j) + CHR$(k));
  IF i < 25 THEN PRINT #1, “,”;
NEXT i: PRINT #1, “”: CLOSE #1
‘      ASSEMBLY.BAS
```

Figure 2.

```
QB&MOUSE1.BAS
DEFINT A-Z
DIM asm(1 TO 25): FOR i = 1 TO 25: READ asm(i): NEXT i
CALL AssemblyCode(0, 0, 0, 0)              ‘Reset Mouse Driver
GOSUB OpeningScreen: CALL MouseLimits(10, 49, 2, 20, 29, 19)
DO: CALL PressClick(press$, click, cx, dx, presses, releases)
  IF presses = 1 AND releases = 1 THEN GOSUB SingleClick
  IF presses = 2 AND releases = 2 THEN GOSUB DoubleClick
  IF presses = 1 AND releases = 0 THEN GOSUB DragMouseCursor
LOOP UNTIL press$ = CHR$(27)
‘Reset & Close
CALL AssemblyCode(0, 0, 0, 0): COLOR 7, 0: CLS : SYSTEM
DATA  0 , 0 , 0 , 0 ,-24274 , 0 ,-29906 , 542 , 11776 , 3723
DATA  4 ,-29906 , 1558 ,-13056 , 11827 , 163 , 11776 , 7817
DATA  2 ,-30418 , 1038 , 11776 , 5769 , 6 , 203
```

Figure 3. QB&MOUSE1.BAS

```
QB&MOUSE2.BAS
OpeningScreen:
  COLOR 7, 1: CLS : c1 = 5: c2 = 3: s$ = “ K  Q  B  N  R  P “
  FOR i = 2 TO 17: COLOR 7, 1: LOCATE i, 10
    IF i MOD 2 = 1 THEN LOCATE , 7: PRINT 9 - i \ 2;  ‘Print Row Numbers
    FOR j = 1 TO 8: COLOR c1, c2: PRINT “     “; : SWAP c1, c2  ‘Squares
    NEXT j: IF i MOD 2 = 1 THEN SWAP c1, c2     ‘For Next Row Of Squares
  NEXT i: COLOR 7, 1: LOCATE 18, 12
  PRINT “a    b    c    d    e    f    g    h”: PRINT     ‘Print Prompts
  COLOR 5, 7: LOCATE , 12: PRINT s$; : COLOR , 0: PRINT s$: COLOR 7, 1
  PRINT “ SingleClick, Left=Select Piece, Right=Put Piece(s) On Board”
  PRINT “ Drag A Piece To Move It (Either Left Or Right Drag Will Do)”
  PRINT “ DoubleClick, Left ON BOARD=Save, BELOW BOARD=Renew,”;
  PRINT “ Right OR Esc=End Program”
  PRINT “ Press Alt+Enter To Switch Between Screens”; : COLOR 5
  DIM b$(3 TO 17, 12 TO 47), c(3 TO 17, 12 TO 47)
  click = 1: GOSUB DoubleClick                      ‘Save Blank Screen
  FOR j = 11 TO 46 STEP 5: s$ = “ “ + MID$(“ RNBQKBNR”, j \ 5, 1) + “ “
    COLOR , 0: LOCATE 3, j: PRINT s$; : LOCATE 5, j: PRINT “ P “;
    COLOR , 7: LOCATE 15, j: PRINT “ P “; : LOCATE 17, j: PRINT s$;
  NEXT j                   ‘Display Pieces In Position For Start Of Game
RETURN
SingleClick:                          ‘Start Here With presses=1 releases=1
  IF click = 1 THEN   ‘Single Left Click Gets A Character From Row 20,..
  col = ((cx \ 8 + 1) \ 3) * 3 + 1         ‘&.. Columns 13, 16, 19,-,46
    cha$ = CHR$(SCREEN(20, col))         ‘cha$ May Be A Letter Or A Space
    c1 = SCREEN(20, col, 1) \ 16        ‘Save Background Colour Of Letter
  ELSEIF click = 2 THEN    ‘Single Right Click Puts Piece On Chess Board
    GOSUB RowCol: GOSUB Test: IF t$ = “No” THEN RETURN         ‘Fails Test
    COLOR , c1: LOCATE row, col - 1: PRINT “ “; cha$; “ “;   ‘Paste Piece
  END IF
RETURN
DoubleClick: row = (dx \ 8 + 1)     ‘Start Here With presses=2 releases=2
  IF click = 1 THEN                                   ‘Double Left Click
    FOR i = 3 TO 17 STEP 2: FOR j = 12 TO 47 STEP 5 ‘Step To All Squares
      IF row < 18 THEN      ‘Double Left Click On Board=Save All Squares
        b$(i, j) = CHR$(SCREEN(i, j))                 ‘Save All Characters
        c(i, j) = SCREEN(i, j, 1) \ 16      ‘Save All Background Colours
      ELSE          ‘Double Left Click Below Board=Restore Saved Squares
        COLOR , c(i, j): LOCATE i, j - 1: PRINT “ “; b$(i, j); “ “;
    END IF: NEXT j: NEXT i
  END IF
  IF click = 2 THEN press$ = CHR$(27)    ‘Double Right Click Ends Program
RETURN
DragMouseCursor:                      ‘Start Here With presses=1 releases=0
  GOSUB RowCol: cha$ = CHR$(SCREEN(row, col))     ‘Piece At Start Of Drag
  GOSUB Test: IF t$ = “No” THEN RETURN                        ‘Fails Test
  c1 = SCREEN(row, col, 1) \ 16      ‘Save Color Of Piece At Start Of Drag
  i = row: j = col                ‘Save Position Of Piece At Start Of Drag
  CALL AssemblyCode(1, 0, 0, 0): LOCATE , , 1, 0, 7   ‘Show Both Cursors
  WHILE releases < 1                        ‘Wait For Mouse Button Release
```

Figure 4. QB&MOUSE2.BAS (continues next page).

Press the F2 key, return to the main program and repeat the procedure for:

```
SUB MouseLimits (left,;
right, top, bottom, col,;
row)
SUB PressClick (press$,;
click, cx, dx,presses,;
releases)
```

When you save QB&MOUSE.BAS, QBASIC will insert three DECLARE SUB statements at the top of the saved program for its own use next time the program is loaded.

Close QBASIC and type EXIT to return to Windows9x. Double left click My Computer and double left click Floppy(A:). Right drag the QBASIC.EXE icon, drop it in the Floppy(A:) window, and from the menu, choose Create Shortcut(s) Here. Right click the shortcut, choose Rename and name the shortcut CHESS BOARD. Right click the shortcut again, choose Properties, Program tab and change the title at the top of the tab from Microsoft QuickBASIC to QBASIC and change the Cmd-line to:

```
A:\QBASIC.EXE /RUN ;
A:\QB&MOUSE.BAS
```

Check that the Working directory is A:\ and left click Apply and OK.

Double left click the shortcut to start QB&MOUSE.BAS. In the text screen, the mouse cursor range is restricted to the chess board and the letters below it. In the graphics screen, the mouse limits don't apply because the mouse cursor must be free to reach the tool bar. Change the font size, shown at the left end of the graphics screen tool bar, to 10x18 or 12x20.

The program maintains two chess boards: the displayed board and the saved board. At the start, the displayed board is set with all the pieces for the start of a game and the saved board is blank. At any stage, double left click anywhere BELOW THE BOARD TO RESTORE the saved board OR double left click anywhere ON THE BOARD TO SAVE the current board. Double right click closes the program. The time delay in SUB PressClick is about 8/18 of a second to allow you to complete a double click. Alter this to suit yourself.

To set up a puzzle or an example game, first restore the blank board. To put a chess piece on the board, single left click a yellow letter below the board and then single right click the square or squares where the piece is to go. Put the required pieces on the board and save it. To move a piece, use drag and drop with either mouse button. Drop onto a piece of the opposite colour to take it. Save the board at any critical stage so that you can return to review alternative moves.

On 14 March 2000, Garry Kasparov (White) simultaneously played 30 juniors including Sam Chow of Melbourne aged 12 (Black) who played 46 moves against the master. Wow! The screen image displays the position after 40 moves. White is in check and is to move. The remaining moves were 41.Kg3 d3 42.Rf6 Rg2+ 43.KXg2 KXh4 44.Rh6+ Bh5 45.g6+ Kg4 46.RXh5. Black resigned. Could you make a better Black move 41?

If you copy QB&MOUSE.BAS and the QBASIC files to another drive, they don't have to go to the same directory (NB only one copy of QBASIC.EXE and QBASIC.HLP is needed on your hard drives to run all your QBASIC programs). Make new shortcuts on the desktop or in any other directory. Keep the floppy disk as a backup.

To modify this program, use the code in QB&MOUSE.1 with appropriate values in SUB MouseLimits and you can add and/or delete GOSUBs in the DO LOOP. The code in QB&MOUSE.2 is specific to this application so replace it with your own subroutines.
Use the code in QB&MOUSE.3 unchanged. ❑

QB&MOUSE2.BAS (end)

```
    CALL AssemblyCode(3, 0, cx, dx)                ‘Get cx & dx During Drag
    GOSUB RowCol: LOCATE row, col     ‘Text Cursor Shows Position For Drop
    bx = click - 1: CALL AssemblyCode(6, bx, 0, 0): releases = bx
  WEND                          ‘Exit Loop When Button Released At End Of Drag
  CALL AssemblyCode(2, 0, 0, 0): LOCATE , , 0            ‘Hide Both Cursors
  GOSUB Test: IF t$ = “No” THEN RETURN                          ‘Fails Test
  c2 = SCREEN(row, col, 1) \ 16: IF c1 = c2 THEN RETURN        ‘Same Colour
  COLOR , c1: LOCATE row, col - 1: PRINT “ ”; cha$; “ ”;       ‘Paste Piece
  COLOR , SCREEN(i, j - 2, 1) \ 16     ‘Colour Of Square At Start Of Drag
  LOCATE i, j - 1: PRINT “   ”;        ‘Blank Out Square At Start Of Drag
RETURN
RowCol:
  row = ((dx \ 8 + 1) \ 2) * 2 + 1   ‘Chess Pieces In Rows 3, 5, 7 etc..
  col = ((cx \ 8 + 1) \ 5) * 5 + 2         ‘&.. In Columns 12, 17, 22 etc
RETURN
Test:   ‘t$=”No” If cha$ Not K Q B N R P Or row &/Or col Off Chess Board
  t$ = “Yes”: IF cha$ < “B” OR cha$ > “R” THEN t$ = “No”
  IF row < 2 OR row > 17 OR col < 10 OR col > 49 THEN t$ = “No”
RETURN
```

Figure 4. QB&MOUSE2.BAS (continued from page 37).

QB&MOUSE3.BAS

```
SUB AssemblyCode (ax, bx, cx, dx)
SHARED asm()
  asm(1) = ax: asm(2) = bx: asm(3) = cx: asm(4) = dx               ‘Data In
  DEF SEG = VARSEG(asm(1))              ‘Address Of Start Of Assembly Code
    CALL absolute(VARPTR(asm(5)))     ‘NB EXECUTABLE CODE STARTS IN asm(5)
  DEF SEG                        ‘Restore Address To Continue QBASIC Program
  ax = asm(1): bx = asm(2): cx = asm(3): dx = asm(4)             ‘Results Out
END SUB
SUB MouseLimits (left, Right, top, bottom, col, row)
  CALL AssemblyCode(7, 0, 8 * (left - 1), 8 * (Right - 1)) ‘Column Range
  CALL AssemblyCode(8, 0, 8 * (top - 1), 8 * (bottom - 1))     ‘Row Range
  CALL AssemblyCode(4, 0, 8 * (col - 1), 8 * (row - 1))     ‘Place Cursor
END SUB
SUB PressClick (press$, click, cx, dx, presses, releases)
  CALL AssemblyCode(1, 0, 0, 0)                        ‘Show Mouse Cursor
  DO: CALL AssemblyCode(3, bx, cx, dx)           ‘bx=Button  cx,dx=Position
    click = bx: press$ = INKEY$               ‘Left click=1, Right click=2
  LOOP UNTIL click > 0 OR press$ <> “”          ‘Exit At Any Click Or Press
  s! = TIMER: delay = 0                              ‘Start Of Time Delay
  DO: IF s! <> TIMER THEN s! = TIMER: delay = delay + 1
  LOOP UNTIL delay >= 8       ‘Time Delay = delay/18 Seconds Approximately
                        ‘For ax = 5 & 6 Button Numbers are 1 less than click
  bx = click - 1: CALL AssemblyCode(5, bx, 0, 0): presses = bx
  bx = click - 1: CALL AssemblyCode(6, bx, 0, 0): releases = bx
  CALL AssemblyCode(2, 0, 0, 0)                        ‘Hide Mouse Cursor
END SUB
```

Figure 5. QB&MOUSE3.BAS

```
AX=0 RESET THE MOUSE DRIVER.
AX=1 SHOW THE MOUSE CURSOR.
AX=2 HIDE THE MOUSE CURSOR.
AX=3 BUTTON PRESSED AND CURSOR POSITION. Returns:
     BX= 0 means no button pressed
     BX= 1 means left button / BX= 2 means right button
     CX= column / DX= row
AX=4 PLACE MOUSE CURSOR IN SPECIFIED POSITION.
     CX= column / DX= row
AX=5 and either BX= 0 for left button or BX= 1 for right button
     MOUSE DATA WHEN SPECIFIED BUTTON PRESSED. Returns:
     BX= number of presses / CX= column / DX= row
AX=6 and either BX= 0 for left button or BX= 1 for right button
     MOUSE DATA WHEN SPECIFIED BUTTON RELEASED. Returns:
     BX= number of releases / CX= column / DX= row
AX=7 SET HORIZONTAL CURSOR RANGE
     CX= left column / DX= right column
AX=8 SET VERTICAL CURSOR RANGE
     CX= top row / DX= bottom row
```

Figure 6. INT33HEX

Casualties of Change

John Mackesy

"Australians are being told they will need to work smarter in the 21st Century. They will need to live smarter as well."
- Fiona Whitlock, "The Age", 17 Oct. 1992

They'd been chatting, as people in pubs often do — you know, the casual, trivial issues blokes discuss in pubs, things like politics, the footy and Nicole Kidman's bum. Although it was cool and dim in the Alfred's front bar, the stranger was sweating, and fidgeting on his stool; his eyes were hidden behind dark glasses. Harry was intrigued — didn't seem like the type you'd find at the Alf.

"What d'you do for a crust, mate?" he'd wondered idly. The stranger steadied himself, gazed thoughtfully into the amber depths of his beer, then started to speak — but no words came. Raising his glass to his lips, he drank deeply.

"Ah, that's better, now I can talk. Well, it's kind of a long story, but what the hell, who's in a hurry? Used to work for Nissan, spent years there, on the assembly lines. I've worked on them all — 200B's, Bluebirds, Pintaras, Skylines, Pulsars, the lot."

He paused for a moment, as if in reflection.

"Remember what Henry Ford said? *'The man who fits the wheel does not put the nuts on. The man who puts the nuts on does not tighten them'* — well, I was the man who tightened them. I'd walk around the car with my air rattler gun, zap! zap! zap! until they were all done up. Then another car'd come along and zap! zap! zap! off I'd go. I was good at it, too, never missed a one."

As if to collect his thoughts, he paused again, taking another long draft from his dewy glass.

"One day, after years of doing that, I got to thinking. Where did the nuts come from? Were they made by blokes like me? Did those blokes watch TV, eat at Macca's and go to the pub? I looked around me, and realised I knew nothing! I was trapped in a morass of ignorance, and it didn't look like there was any way out. But there was — they closed the bloody place down and there I was, out of a job! Best job I ever had, too. What could I do? No bastard would give me a go, so I was forced to return to study. Got me degree, and now I'm back in the bloody English Department, lecturing in *'Techniques of Literary Criticism.'* It's soul-destroying, I'll tell you. I'd give anything to have me old job back."

Harry nodded sympathetically, reflecting wistfully on his days as a boner at the abattoirs, before the bottom fell out of the meat business.

"A man's gotta do what a man's gotta do, I guess. Take me — I used to be a boner, but what use is that today? None, that's what. Oh, I keep my hand in on the Sunday roast, but that's about it. I was just like you, had to find a new direction. I looked at various things, but all I could get into was Computer Science. Now they've got me hidden away researching teledildonics. It just isn't fair, that's what I say."

"Tele-dil-what?"

"Tele-dil-don-ics — haven't you heard? They say it'll be the new wave in computing. It's pretty straightforward, really, it's the simulation of sex at a distance, virtual reality sex, you know, like computer games — boring kid stuff. Makes me long to hold me boning knives again. I still keep them sharp, y'know."

Above the bar, the dusty clock showed half-past three.

"Feel like another?" the stranger asked. Harry considered the idea, but decided against it.

"No, thanks, gotta get back to the grind. See you around."

Shaking his head in disbelief, the stranger watched him go. Teledildonics, indeed. What would Henry Ford have thought? ❑

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Spline Fever

Myles Strous

When drawing in two-dimensional (2D) painting software I've never been able to get lines drawn exactly the way I want using a mouse, and I find even using a graphics tablet is a struggle for precise smooth lines (see Figure 1). Later I usually want to tweak and adjust the lines. Clearly what I need is a drawing program rather than a paint program.

Drawing programs are all about editable lines (or vectors), as opposed to paint programs which are about splashing pixels onto a virtual canvas. Many people will be have heard of drawing programs such as CorelDRAW, Adobe Illustrator, and Macromedia Freehand. Some of you may have heard of Expression from Metacreations (formerly Fractal Design), soon to be updated to version 2.0 by the original company, Creature House. Others may have heard of CorelXARA, and seen some of its features appear in later versions of CorelDRAW. A new version, Xara X, will soon be released directly from the original company, Xara Ltd.

One of the basic features I particularly like about such drawing programs is the ability to use splines, also known by the less technical name of "curved lines".

Splines enable me to easily create smooth curved "organic" shapes, rather than the hard sharp regular shapes of lines and polygons, the inflexible shapes of circles and ellipses, or the wobbly uncontrolled lines that are my shaky attempts at sketching with a mouse or graphics tablet. I can go back later and adjust their curvature, position, thickness, colour, etc. as I see fit, without redoing major portions of an image. This ability to change things at a later time applies to most vector-based drawing programs, but not necessarily the spline tools present in some paint programs.

There are several different types of splines, mathematically speaking, and the experts will talk about Bezier splines, B-splines, cardinal splines, cubic splines, NURBS (Non-Uniform Rational B-Splines), Catmull-Rom splines, Hermite splines, and probably several more.

However, when it comes down to the user interface level they are all basically curved lines passing through user-controlled points, which may be called knots, nodes, anchors, control-points, or something else depending on your software. There may also be other points, not lying on the spline itself, which enable you control the shape and sharpness of the curve (see Figure 2).

Advanced spline tools enable you to create splines that are variable in thickness (as if drawn with a calligraphy pen, for example), or that look as if they were drawn using natural media tools such as paintbrushes or chalk, and some even allow you to paint with shapes and images. This enables you to draw something that looks as if it were created in a paint program, but still allows you to later manipulate the shape, position and painting style of your brush strokes (see Figure 3).

This is a feature that Adobe Illustrator calls Live Brushes, CorelDRAW calls Artistic Media brushes, and no doubt it is known by other names in other software.

If you want to animate your spline-drawn cartoons, take a look at Moho, a spline-based animation program from Lost Marble. You can see further details and download a fully functional trial version at http://www.lostmarble.com/ (it puts a transparent DEMO stamp on top of animations, and only exports Flash animations in grayscale).

Moho is surprisingly simple to use, and in a couple of afternoons one weekend I was able to start using the demonstration version and the included tutorials to create an original animation I was reasonably happy with (see Figure 5).

Splines are also available in three-dimensional (3D) rendering programs — they can, for example, form paths for animated objects to

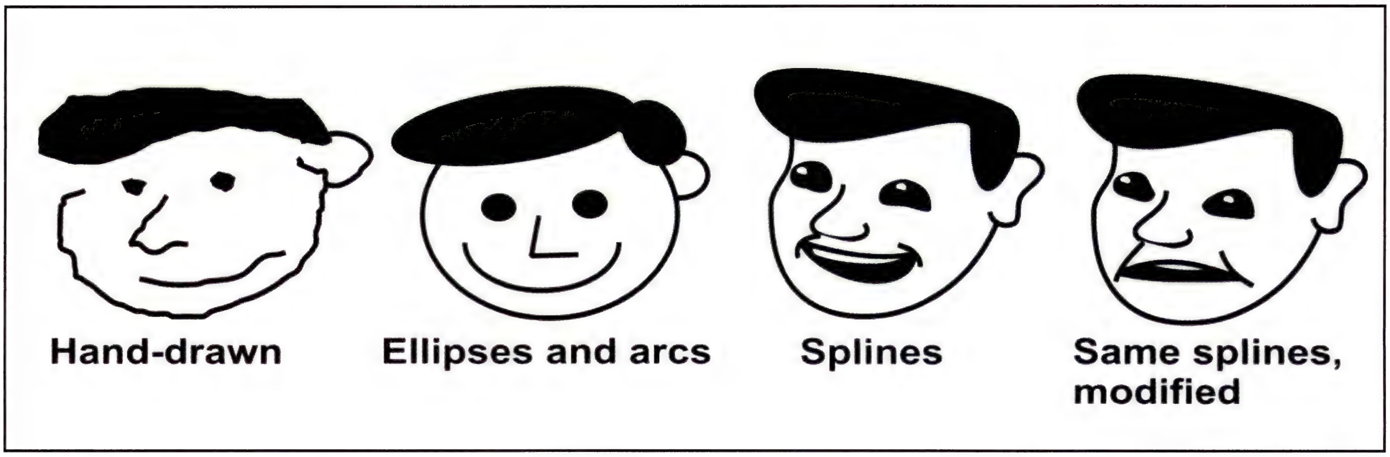

Figure 1. Faces created using various drawing tools.

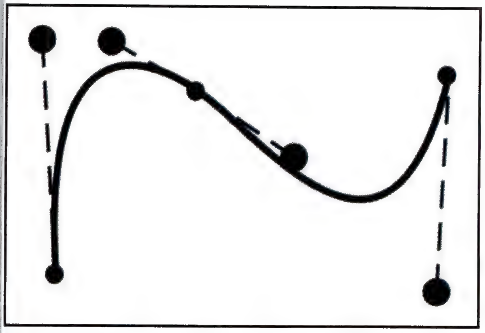

Figure 2. Spline control points.

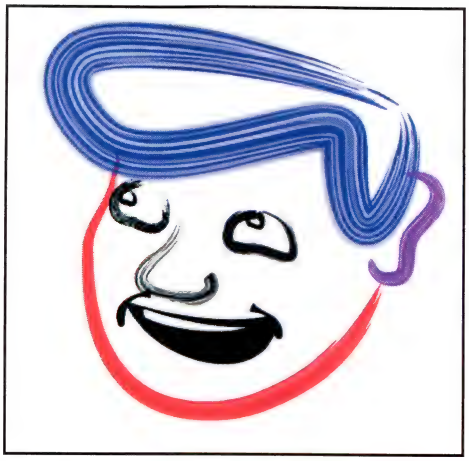

Figure 3. Splines displayed as natural media strokes.

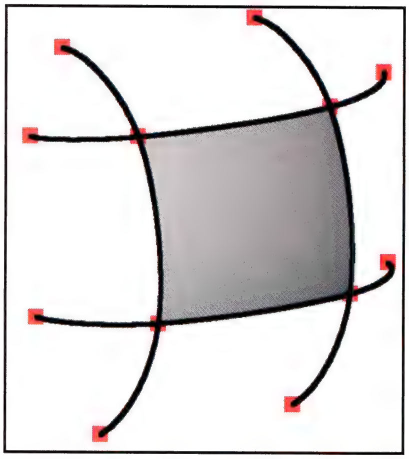

Figure 4. Splines forming a patch in 3D software.

follow, they can be used for modelling surfaces, and they can form animation timing curves for such things as character movements and colour changes.

When splines are combined in a mesh, similar to a fishnet, the areas they enclose (think of the holes in the fishnet) are known in some software as patches (see Figure 4).

As in 2D paint and drawing programs, splines in 3D enable you to form curved organic shapes, while retaining complete control over reshaping them later (see Figure 6). These patches render to form a smooth surface that flexes and animates very easily, making splines and patches an excellent choice for character animation work.

3DS users will no doubt have heard about Surface Tools (see http://www.digimation.com/plugins/surfacetools/bodymain.htm) — this functionality is now provided as part of the latest 3DS release.

Users of the excellent freeware raytracer POV-Ray (Persistence of Vision Raytracer, see http://www.povray.org/) or the RenderMan-compliant shareware raytracer BMRT (Blue Moon Rendering Tools, see http://www.bmrt.org/) are hopefully familiar with the spline/patch modeller HamaPatch (see http://www.crosswinds.net/hamapatch/).

Other software (such as Lightwave, SoftImage, Maya) has spline and patch capability built-in.

My personal preference for 3D spline- and patch-based software is Hash Inc's Animation:Master (see http://www.hash.com/), which has been developed specifically for character animation, although it can also be useful for more general 3D work.

Figure 5. Frame from a Moho animation.

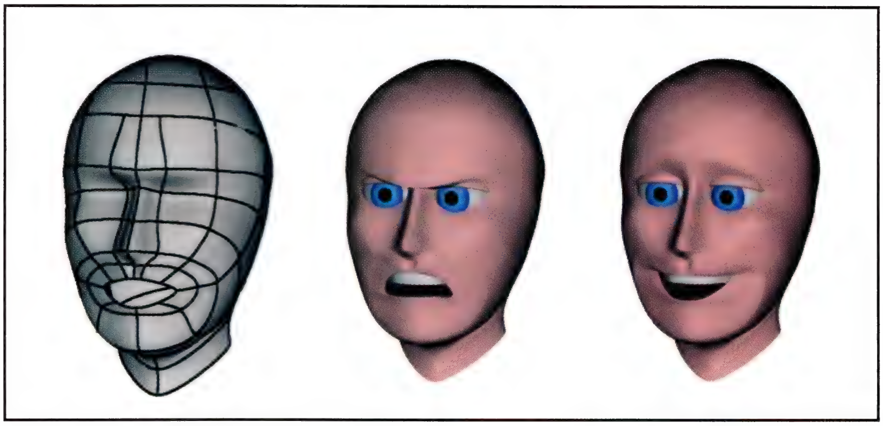

Figure 6. Splines forming a simple head in 3D software.

If you are interested in seeing or talking more about splines in two or three dimensions, come along to one of the meetings of the Graphics Special Interest Group, Melbourne PC SIG room, third Monday of the month, 7.30 pm. Beginners welcome. Ask for Myles. ❑

SIG Meeting Reports

Daytime

report by Don Buchanan

Perhaps our pre-meeting publicity that the popular John Fitzimons would be our presenter, or perhaps the confidence of his knowledge of today's subjects attracted the numbers. Anyway, we filled the large SIG room with 62 enthusiastic people. We must be doing something right!

After Graeme's short Q&A session involving e-mail and CD Burner problems, John gave us a talk on privacy/security issues for the home PC user. Discussing in particular such items as firewalls, spyware and cookies. He began the session by explaining that under certain circumstances people can activate "Trojans" that we may have inadvertently downloaded to our systems. (These "Trojans" are often "hidden" inside another program eg. a game, so that when the game is installed so is the Trojan.) They manage to do this by probing some of the over 65k "ports" on our computer while we/they are online.

If "entry" is achieved they can end up having as much control over our computer as we do! Our paid software can be stolen. Our system can be used to attack other computers/servers, post defamatory news posts/e-mails, or send pornography to others. Consider the harm that could be done if we have entered our credit card numbers, or bank password, via our computer at some time to make cash transfer or payment, and others gained entry to such particulars.

On the subject of privacy, we may be using a number of programs that are free so long as we accept a proportion of advertising (ad ware). Some of these programs (commonly called spyware) can also send out information from our computer about where our interests are, what things we are purchasing etc. So that the ads can be aimed more personally. Or this information may be on sold to another entity.

John also discussed cookies and the methods available to counter them being downloaded onto our system. He also pointed out ways to increase our security. The main one being the installation of one of the free or commercial firewall programs.

So, a number of attendees who came along for a quietly interesting morning eventually went home intending to upgrade their security. Our appreciation to John Fitzsimons for a most interesting and informative meeting.

East

report by Margaret Brown

Our September meeting was the usual compilation of industry update, tips and tricks and an Internet segment. Stewart Bedford started by relating his experiences with his own computer over the last month, all bad! He found that a problem with a video capture card and an elusive conflict with the sound card was resolved by moving the capture card from one slot on the mother board to another.

After using Outlook Express on an occasion when his usual mail client, Eudora was out of action, he instantly caught two viruses; it seems that many viruses are tailored for Outlook Express and using either Eudora or Pegasus can reduce your exposure to virus attack.

His other problem with an error message on opening Control Panel i.e. "explorer has caused an invalid page fault at kernel32.dll" remains unsolved.

On to the tips and tricks, these centered around keyboard shortcuts for Windows Explorer.

1. To expand the entire directory tree, highlight My Computer and press the Num Lock + * button.

2. To expand a folder to sub-directories and collapse it again just double click on it.

3. When a folder is highlighted and the files appear in the right pane, click in the right pane and press ctrl+alt and the "plus" key, this will sort the columns to their optimum widths.

4. When in the left pane at any point, pressing the backspace key will take you back up the directory tree to the parent folder.

Many other interesting tips were demonstrated all with a view to improving our experience with our computers.

Hotmail

Dave Botherway discussed some of the free applications available for remote e-mail access and demonstrated the registration for Hotmail using a "nickname". This program utilises the computers available at airports, shopping centres etc. allowing access to up to four POP accounts.

"Leave Copy on Server" is an important option to consider. For a short term absence this is a usually a preference but be aware that over an extended period (dependent upon the volume of mail expected) the mail box can fill to the point where no more can be accepted or stored.

Windows ME

Our guest speaker Stephen Rattray from Microsoft gave a PowerPoint presentation outlining the features of Windows ME. Bigger and better than any previous offering and thoroughly reviewed in almost every Computer magazine currently available. The bottom line seems to be that Microsoft has made a real effort to include features to please digital camera and multimedia enthusiasts with greatly improved home networking capabilities.

Beginners Group

report by Gary Taylor

A full session with many topics and a growing audience. Several "freebies" were demonstrated — these were CD-ROMs and other advertising material obtained from the recent Melbourne PC-IT Exhibition. The casual observer usually dismisses this advertising blurb as useless. However, on many of these CD-ROMs are the latest versions of Adobe Acrobat Reader, the latest Browsers, and nearly always some very desirable utilities or games.

"Where can I find help on the Net? What files can be deleted and what must never be removed?", was the cry from many ! There is a LOT of FREE help on the Net and the following sites were demonstrated offline using cached pages:

http://www.oze-mail.com.au/~kevsol/sware.html

http://www.vtoy.fi/jv16/regcleaner.html

http://www.vtoy.fi/jv16/tutorials/win98.html

http://www.tweakfiles.com/registry/regcleaner.html

http://www.passthesharewa re.com/r-win95.htm

http://www.annoyances.org/win98/

http://www.annoyances.org/cgi-bin/ce-showtopics/002

http://www.zdnet.com/zdhelp/stories/main/0,5594,908132,00.html

The meeting decided that after 18 months it was big enough to be a viable and permanent SIG and not just a "Group". A preliminary flyer has been published and the proposed name is the ***Beast*** SIG (Beginners east). The Beasts meet on the Sunday after the East SIG (which meets on the second Tuesday of the month) at 120 Eley Road, Blackburn South. The main meeting commences at 10.00 am and finishes at noon. At 1.00 pm the Group continues with individual help and attention in the adjoining Computer Workshop.

Further details from Gary Taylor Ph: 9703 2338 or e-mail alchem@alphalink.com.au or jetlady@jeack.com.au

East Workshop

report by Gary Taylor

If it works, leave it alone and don't twiddle! Many members have failed to heed this advice and finished up having to bring their computers to the Workshop. Every change you make should be logged in a notebook! A member allowed changes to be made and the operator has since moved on leaving no record of what was done to the machine. Several hours were spent trying to reinstall lost files; the Eudora e-mail was persuaded to work, yet the system really needed wiping clean and starting from scratch.

One computer was extremely slow and the trash can could not be emptied (too many files, approx. 8,000!). Files were deleted in batches of several hundreds until the "empty recycle bin" could operate. Then followed the usual SCANDISK and DEFRAG to give a fast machine again. A video CD-ROM did not run on one computer until the necessary Windows Media Player files were copied (from another machine) into the Program Files directory. Internet connection, updating drivers, full hard drive, and other problems kept the crew on their toes. Extra help was given by David Diamond and Miklos Bolvary who have delightfully offered their time to help the "regulars". Thank you.

Genealogy

report by Bruno Dik

The attendance was somewhat lower than usual, the Olympic Games may have had an impact? The Games come only once every four years and we are in business every month!

We had a long session, starting with a look at the genealogy program PAF 4.01. I loaded my own gedcom file into it and we looked at the result. Discussion led to an investigation of the "Family History Library Catalog" CD-ROM. It was given a thorough try out by looking at the various ways of finding exactly what information is held by the LDS (Latter Day Saints). The CD-ROM can be obtained at the LDS Family History Centres. The LDS will soon have a CD aimed specifically at helping beginners in Genealogy and will include the PAF program. I will try to get some before the next meeting. The cost will be a $2.00 donation.

Check out the new Web site produced by the LDS for the Eastern Region; I found it to be very good: http://www.vicnet.net.au/~ldsflhc

Notice their information about the catalogues available at the Blackburn, Croydon & Wantirna History Centres. This way you can view before you visit to make sure what is available. Their opening times are listed too, so bookmark these sites!

We had a demonstration of how to use the Internet to gain more information using http://www.rootsweb.com by joining a list for an area or an family name. This is very useful way to do research and our lecturer has gained loads of information through this

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method. Exactly how one should put a query on the Internet was explained. Another site we looked at was http://www.standard.net.au/~jwilliams/

A brilliant bait also to be bookmarked. I thank Andrea for her input to this and past sessions. We hope to see you all next month.

Graphics

report by Myles Strous

August Meeting

Andrew Callaway demonstrated Vista Pro, a landscape generator capable of generating landscape images with water, vegetation, clouds, and control over lighting. John Swann showed us the power of layers, using Paint Shop Pro to create a logo, and also showed us his work on the Graphics SIG Web page, found at http://www.geocities.com/graphics_sig/. Myles Strous presented the use of layers in the GIMP to colorise a black and white photograph.

September Meeting

Yahya Abdal-Aziz presented Fractint, the classic fractal generating program, and paid special attention to L-system fractals, presenting a number he had designed himself. Myles once again demonstrated Moho, 2D cartoon animation software, and showed ABC VideoRoll, a freeware video editing program that enables you to combine animation sequences and add sound effects.

Claude Wispalaëre brought along JpegCrop, a utility allowing cropping of JPEG files without artefacts due to further recompression. Explored and presented extemporaneously by Yahya.

Retired and Interested Persons

report by Bill Cooney

A visual banquet awaited the fortunate 110 or so people who were present at the September meeting of the "Rippers". Cindy's disciples, from the Graphics and Printing group had gathered together an impressive display of examples their work. Cindy herself, as expected, won Gold for her greeting cards and other examples demonstrated very graphically (sorry!) the capabilities of modern colour printers and the imaginative use of them. The display was the star attraction at the tea break and the group is to be congratulated on a fine showing and the efforts involved in its production. Alan McKenzie, who was the original convener of the group, was invited but travel is a problem for him following a stroke. Good luck and regards from all, Alan.

Doug Brooke was welcomed back by Ken and particularly by his New Users group who meet prior to the main meeting. Doug has been relaxing in Northern parts and dreaming up new ways to challenge his fans.

Ken also reinforced the opinion voiced in our *Ripper News* in which Noel Peters was so highly praised for his effort and dedication as a committee member to promoting Melb PC at the Swap Meets. Don't fret Mrs Peters, he is still the same lovable character he was when you last saw him — he'll be home again one day! The mention of the death of Bruce Hall, another of our members was a sad and I guess chastening reminder of the fact of the age group who make up our particular SIG. But it was heartening too, to know that fellow members are friends with the same interests and awareness of one's limitations, who will always remember.

Clem Pratt really iced the cake with his presentation as guest speaker. Who would have imagined so much interest in a few stars. Clem highlighted two programs during his chat which showed up the insignificance of our humble planet in such an unimaginable vastness of space. "Skyglobe" is a DOS program which has some amazing capabilities in presenting various views and information about our Solar system, like a view if a Solar Eclipse as it appeared from Michigan in 1991!

Then using the capability of the program to compress time, we saw the world wobbling on its axis which normally takes some twenty-seven thousand years! We watched in awe the movement of stars and planets and wondered at who choreographed such a marvellous display and what could he possibly have in mind for the "closing ceremony"? To describe the whole talk would require a new exclamation key for my keyboard so I will refrain. Suffice to say that we were all entranced with the facts and incredible numbers used in an excellent presentation.

November will be our last meeting for the year and will feature a speaker form "Infosentials" who will outline some of the work they do in providing training in the many facets of our fascinating hobby — or profession.

Video Editing (Combined)

report by Albert Vanzet

Following the practice of previous years the two Video Editing SIGs plan to have their last meetings of the year together at the Balwyn venue, 45 Talbot Avenue, on Tuesday 5 December. The meeting will start at 7.00 pm.

At the moment of writing this report no firm arrangement has been made for an outside speaker and/or presentation, but if the plans work out as anticipated it promises to be a very interesting evening.

Subject to the date of the delivery of the December issue of *PC Update* you will be able to read more details about this special video editing SIG meeting in that issue's SIG report.

As at previous combined meetings we plan to show videos produced by members of both SIGs.

Would those members from both SIGs, who plan to bring a video, contact their conveners with details about the length of their video, the subject matter, the tape format and the editing program used for their video production. All Melb PC members are invited, as always. ❑

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Black Ice Software, Announces the First Internet Print Server.

Industry News

Black Ice delivered the first working Internet Fax Server in 1996 and now the first Internet Print Server in 2000.

August 22, 2000 — Amherst, NH — Black Ice Software has released the first Internet Print Server. The Internet Print Server is based on Black Ice Software's patent pending printer driver technology. It allows anybody to print a document on any printer on the Internet with the same ease as printing on a printer attached to a PC. The first Internet print server will change printing in the same ways as local area printing when it first appeared and allowed printers to be shared in the office. The print server will drastically change the way documents are managed on the Internet.

Internet Print Server is designed to print from any application on any printer in the world if the printer is connected to a PC and the PC is connected to the Internet or a TCP/IP network. Therefore, the only requirement is that the print server is attached to the Internet or a local TCP/IP based network and a printer driver is installed on a client computer. Documents can be printed from any application, (Word, Excel, Acrobat reader, etc.) as they would be on a local printer, without any quality loss. The client printer name (the client printer driver) can be seen in the printer selection dialog box as any other network printer name. (see the adjacent diagram)

The Internet Print Server Technology is based upon two main components. The first component is the Universal Internet Printer Driver, which is the client software. The second component is the Print Server, which manages the printers. Both components are compatible with Microsoft Win95/98, Millennium, NT or Windows 2000.

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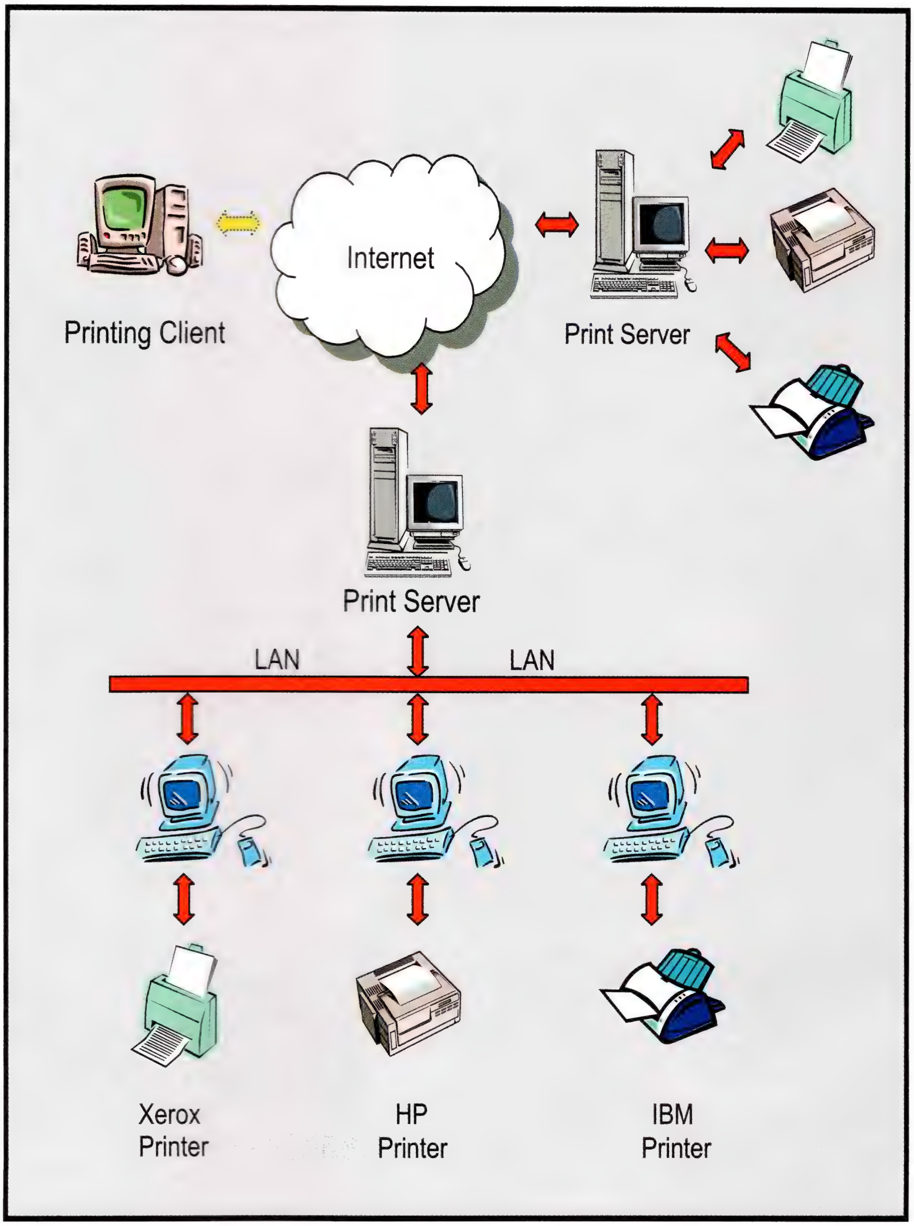


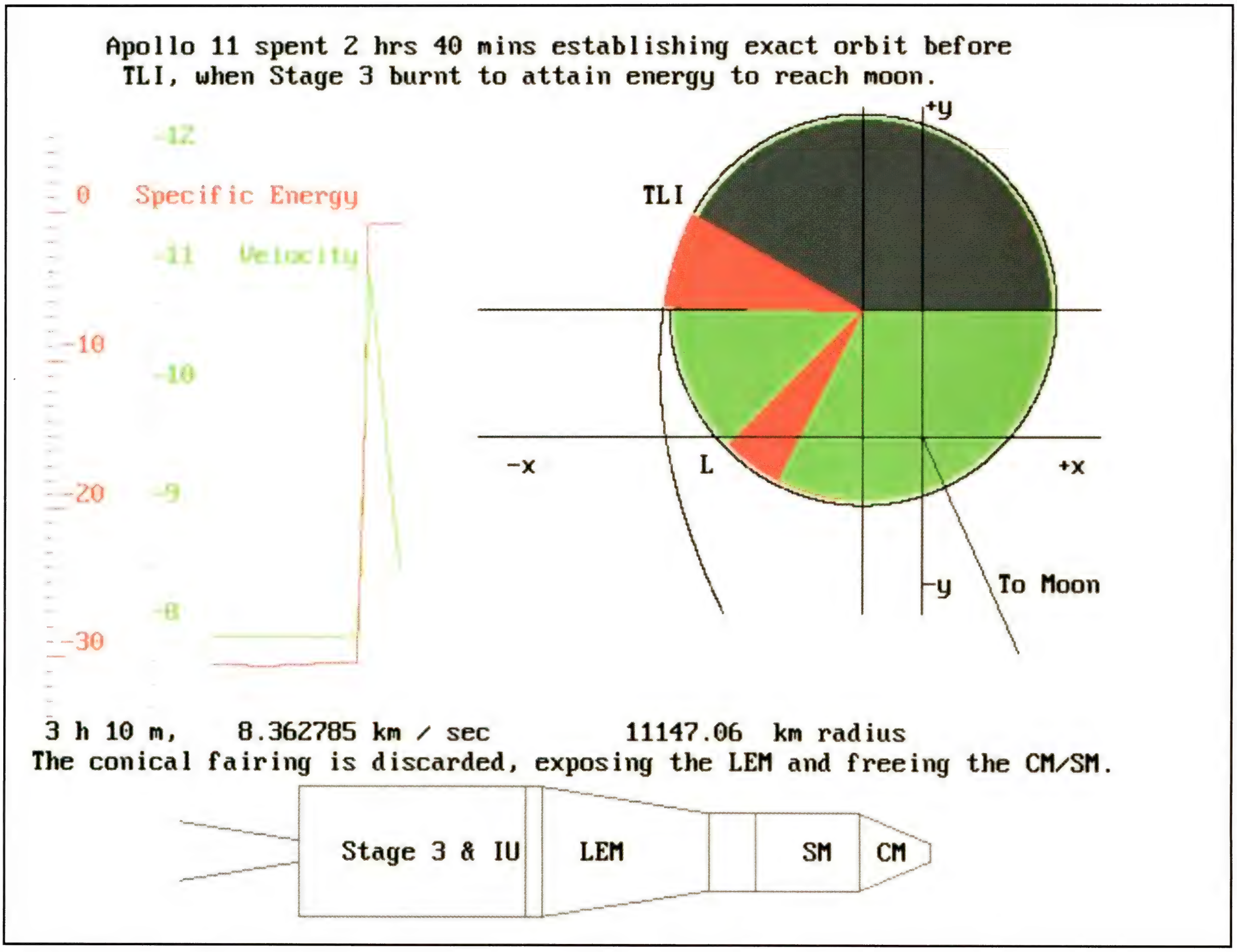
Saturn V — Apollo 11

Part 2 — Earth Orbit and Trans Lunar Injection

Ken Holmes

As we move out into earth/moon space, we must consider the gravity of both bodies, so the code for this Part is rather large, containing the core code, similar to that used in the Lagrange programs, which will apply in all Sectors of the journey. Our program structure may not gain the approval of programmers but we will largely avoid SUBs, which may confuse beginners, by using one main module with the Sectors handled as CASEs in a SELECT CASE structure. This avoids the need to share variables and saves a few lines in the magazine; future Listings will be much shorter (promise!).

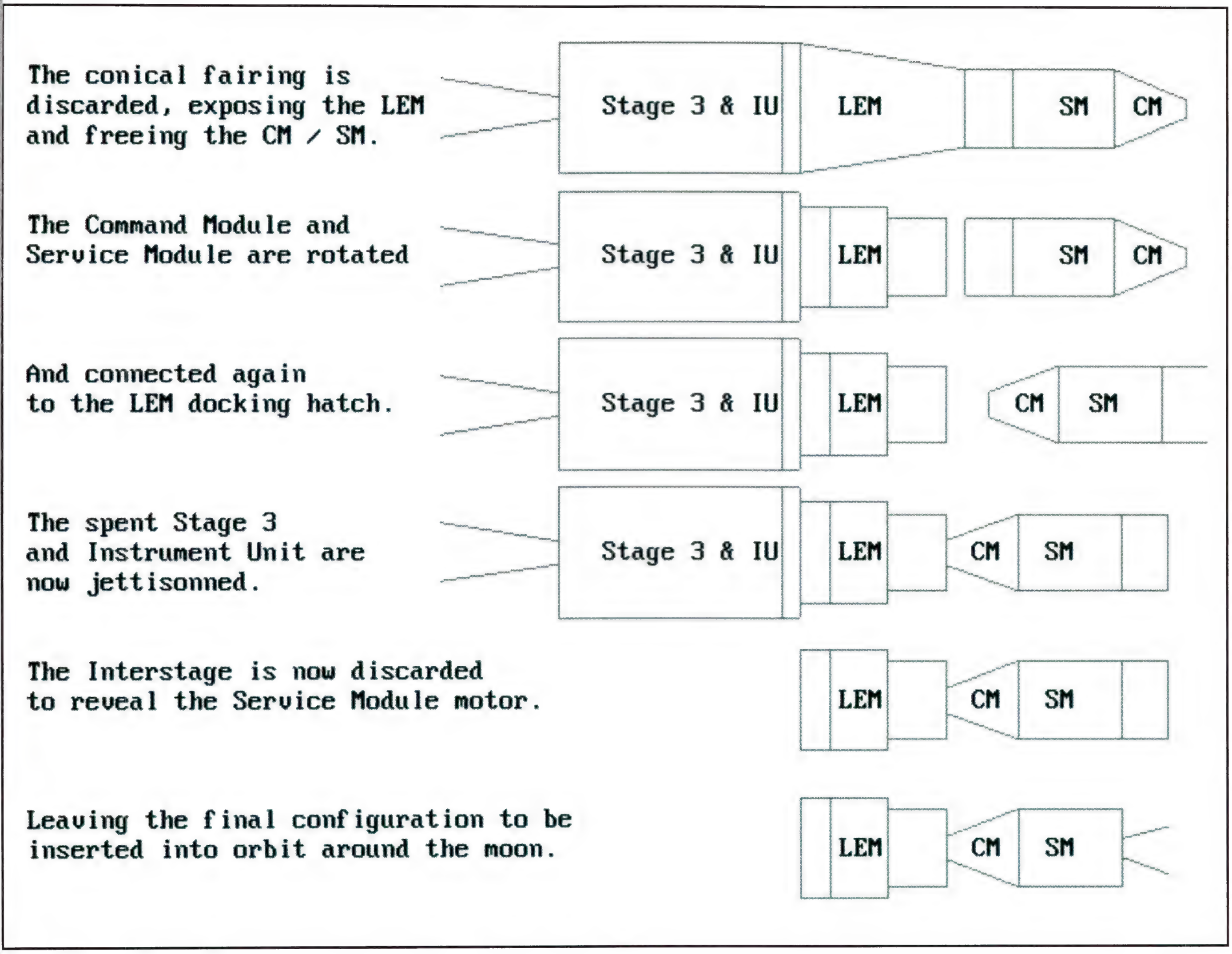
In Listing 2, the first lines define the earth/moon radii, gravity constants and distances. The sun's gravity gradient will be ignored but its direction and illumination will be used; as the journey is essentially along the earth's orbit, the effect is small. The moon orbit's eccentricity will disappear and we will use the common centre of gravity as the origin with earth and moon in circular



```
   Apollo 11 spent 2 hrs 40 mins establishing exact orbit before
    TLI, when Stage 3 burnt to attain energy to reach moon.

3 h 10 m,     8.362785 km / sec           11147.06  km radius
The conical fairing is discarded, exposing the LEM and freeing the CM/SM.
```

Figure 3.


The conical fairing is discarded, exposing the LEM and freeing the CM / SM.

The Command Module and Service Module are rotated

And connected again to the LEM docking hatch.

The spent Stage 3 and Instrument Unit are now jettisonned.

The Interstage is now discarded to reveal the Service Module motor.

Leaving the final configuration to be inserted into orbit around the moon.

Figure 4.

orbits. The view is from the north star, so the earth, moon and sun are apparently rotating anticlock relative to fixed axes, and we will point the -y axis at the sun at the moment of launch. Angles on these axes will be measured anticlock from the x axis, so the sun will be at 270 deg. and will appear to rotate anticlock at 360 deg. per 365.25 days. The moon rotates 360 deg. in a sidereal month of 654.2 hours; there was a new moon (sun and moon lined up) 48 hr 20 mins before launch, so the moon at launch would have moved 24.5 degrees further, and be at 294.5 deg. Launch time was 0932 on 16/7/69 or 1410 GMT, with the sun over 32.5 deg, West longitude; this places Florida (81 deg. West) 48.5 deg. clockwise from 270 deg. and thus at 221.5 deg. On reaching orbit at 0944, Apollo had moved 21.5 deg. to 243 deg. and, with an orbital period of 88.1 mins, it would have moved, at about 85 minutes after launch past 360 deg. to 180 deg. This is the point where we start our plot and Apollo will do almost another orbit to 151 deg. at 165 mins 45 secs before the TLI burn. These figures are simplistic since we are working only in 2D, ignoring the earth's tilt and sphericity, and do not correspond exactly to figures quoted for Apollo 11, but they will suffice.

In northern mid-summer, the north pole is tilted 23 degrees towards the sun and Florida, at 38 deg. north, would daily vary, from 61 deg. at midnight to 15 deg. at midday, above the ecliptic (the earth's orbital plane). At 9.32 am on July 16, it would have been about 20 deg. above and descending. The moon's orbital plane is inclined at 5 deg. to the ecliptic and, if you want to go to the moon, it seems like a good idea to get into the moon's orbital plane at the earliest; since this is a family program, we are going to assume this has been taken care of and will work only in two dimensions to greatly simplify the code. If Apollo 11 launched a little north of east it could be going parallel to the moon's plane as it reached orbit and its orbital plane (which, like the moon's, passes through the earth's centre) would be at a minimal angle to the moon's. At every odd quarter orbit thereafter, Apollo would cross the moon's plane and a lateral thrust could steer it into that plane. Our ship orbitted at 180 km height for 2 hr 30 min (7 quarter orbits?), measuring the exact orbit attained and planning the TLI burn, before firing up Stage 3 again to head off to the moon. Suitable direction of the thrust would have provided a component to steer it into the moon's plane. The 3D geometry is rather complicated but is the major consideration in choice of launch windows — times of day, lunar month and year.

Orbit Basics

A circular orbit is attained when the gravitational acceleration (gce / rd ^ 2) exactly provides the centripetal acceleration (vel ^ 2 / rd). Thus, the velocity, cv, must equal the square root of (gce / rd). Considering Specific Potential Energy (per unit mass), if a body moves outwards a distance of drd against gravity, its PE will increase by dPE (= drd x gce / rd ^ 2). If this is integrated from rd to infinity, we get (- gce / rd), which is called the energy deficit. ie. the energy needed to escape to infinity (from the earth in this case). This energy may be supplied as Kinetic Energy due to "escape velocity".

However, we don't want to go to infinity, just the moon, so we want to enter a long elliptical orbit to get beyond the moon and then try to intercept it. If, at rd1, we accelerate to v1 travelling at right angle to the radius, the Total Energy will be (v1 ^ 2 / 2 - gce / rd1) and we will be at the perigee. As the body travels outwards, the PE will increase at the expense of the KE (ie. velocity) since TE is conserved. When we reach the apogee, at rd2 and v2, the same TE will be (v2 ^ 2 / 2 - gce / rd2). One of Kepler's laws says that equal areas (triangles) are swept out in unit time by the radial line; at apogee and perigee, where velocity is at right angles, this means that v1 x rd1 = v2 x rd2. Solving the two equations tells us that

v1 = square root(2 x gce x rd2 / rd1(rd1 + rd2)

Note that, if rd2 = rd1 (a circular orbit), you get sqrt(gce / rd1). Check? How beautifully simple is the mathematics of the natural laws!

We are orbitting at 6558 km and, decided by trial and error, we aim for an apogee of 549200 km (moon is 380000 km) and can calculate the required v1. As we fire the Stage 3 rocket horizontally, it will move outward a little during the burn, so we actually calculate the required Total Energy and cut the motor when this is reached. Note this on the plot of Specific Energy where TE is changed from -30 in

Listing 2

```
'APOLLO11.BAS
DECLARE SUB Init () : DECLARE SUB Tidyup ()
      'SETTTING UP CORE PROGRAM ON VGA SCREEN
SCREEN 12: pi = 4 * ATN(1): pi2 = pi * 2  'pi=4*45 degrees
emmr = 81.3: emd = 384235’earth/moon mass ratio & distance
ce = emd / (1 + emmr): cm = emd - ce 'e/centre/m distances
Erad = 6378: gce = .0098 * Erad * Erad 'earth & moon radii
Mrad = 1738: gcm = gce / emmr      '...and gravity consts
angm0 = pi2 * 294.5 / 360        'angle of moon at launch
dangm = pi2 / (654.2 * 3600)’moon angular vel. radians/sec
de1 = Erad + 180: eg = gce / (de1 * de1)  'orbit gravity &
cv = SQR(eg * de1)  'circular velocity & period (88.1 min)
circum = pi2 * de1: period = circum / (cv * 60)
an = 360! * 2400 / circum  'angle launch to orbit (21 deg)
apogee = 549200        'Notional apogee to intercept moon
Sector = 1: t = 5100: tm = 85  'start at 5100 sec = 85 min
ts = 9945:ti = 1 'start TLI burn at ts secs, time interval
angm =angm0+t*dangm: s=SIN(angm): c=COS(angm)  'moon angle
xe =-ce *c: ye =-ce *s: xm =cm *c: ym=cm *s 'e/m positions
'IF colour = 1 THEN            'commented out this month
 CALL Init: CIRCLE (xe, ye), Erad, 2    'earth, lit by sun
 LINE(xe -Erad, ye)-(xe +Erad,ye),2:PAINT(xe, ye -1000), 2
 FOR angle = 221 TO 243 STEP .05   'mark launch sector red
  LINE (xe, ye)-STEP(Erad * COS(angle / 57.3), ....
    Erad * SIN(angle / 57.3)), 4: NEXT 'move to line above
 LINE(-15000, 0)-(6000, 0),15:LINE(0, -6000)-(0, 11000),15
 LINE(-15000,ye)-(6000,ye),15:LINE(xe,-6000)-(xe,11000),15
 LINE(0,0)-(8000 *COS(294 / 57.3), 8000 * SIN(294 / 57.3))
'END IF                        'commented out this month
x = xe - de1: y = ye: u = 0: v = -cv  'initial pos. & vel.
m = 61199 + 83811     'mass of ship + remnant Stage 3 fuel
tl = 92627: thr = tl * .0098         'thrust, kgf and kga
SI3 = 420: ff = tl / SI3     'Specific Impulse, fuel flow
tf3 = 83811                        'remnant Stage 3 fuel
DO: t = t + ti       'THIS IS THE MAIN PROGRAM LOOP
            'NOW FOR CODE USED IN ALL SECTORS
 angm = angm0 + dangm * t: c = COS(angm): s = SIN(angm)
 xm = cm * c: ym = cm * s: xe = -ce * c: ye = -ce * s
 dmx = xm - x: dmy = ym - y   'Apollo/moon x&y separations
 dm2 = dmx * dmx + dmy * dmy: dm = SQR(dm2) '  "  distance
 gm = gcm / dm2                'acceleration towards moon
 mx = gm * dmx / dm: my = gm * dmy / dm 'accel. components
 dex = xe - x: dey = ye - y  'Apollo/earth x&y separations
 de2 = dex * dex + dey * dey: de = SQR(de2)  ' "  distance
 eg = gce / de2               'acceleration towards earth
 ex = eg * dex / de: ey = eg * dey / de 'accel. components
 gx = ex+mx+atx: gy = ey+my+aty   'total Apollo acc. comps
 u = u + ti * gx: v = v + ti * gy     'increment velocity
 x = x + ti * u: y = y + ti * v       'increment position
 w2 = u * u + v * v: w = SQR(w2)    'magnitude of velocity
 E = w2 / 2 - gce / de - gcm / dm          'total energy
 IF t MOD 60 = 0 THEN      'each minute adjust min and hr
  tm = t / 60: hr = INT(tm / 60): min = tm MOD 60
 END IF
 tp = t - 29000         'position along x axis to plot...
 PSET (tp, 7500 + E * 500), 4 '...specific total energy...
 PSET (tp, w * 4000 - 38000), 2          '...and velocity
 PSET (x, y), 15                     'also plot position
 SELECT CASE Sector’FOLLOWING CODE SPECIFIC TO EACH SECTOR
  CASE 1:        'LAST EARTH ORBIT
   IF t = ts THEN            'start burn to head for moon
    rv2 = gce * 2 * apogee /(de*(de+apogee)) 'required vel
    Erq = rv2 / 2 - gce / de - gcm / dm: Sector = 2
   END IF      'Sets required energy to attain in Sector 2
  CASE 2:      'TRANS LUNAR INJECTION BURN
   IF E < Erq THEN       'not yet reached required energy
    acc =thr /(m -ff/ 2): m = m -ff 'acceleleration & mass
```

....continued opposite

orbit to -0.68, ie. 98% towards escape energy; note also how the velocity shoots up but then drops off rapidly as t moves out on the long orbit. The T&E process involved running this program in a loop with next month's ourney to the moon, varying the notional apogee required and the start time of the burn, until we intercept the moon exactly as we wish, with closest approach on the far side at about 110 km altitude and also in the same total time as Apollo 11. The position of the sun at 270 deg, is evident from the illumination of the earth in Fig 3. I have no knowledge of the attitude control during the TLI burn, so have arbitrarily devised the code to thrust along the local horizontal.

Tidying Up

SUB Init, Listing 2, draws a schematic of the Stage 3 remnant configuration. Four hours after launch, with Stage 3 still attached, the Command Module and Service Module were detached from the Lunar Excursion Module and swung through 180 degrees to dock the CM and LEM access hatches as shown in Fig 4 here. The code displays this sequentially on Fig 3 via SUB Tidyup. Then the Stage 3 and the attached Instrument Unit were dumped; the latter had provided all telemetry and control functions to this point. The remaining fuel was used to fire Stage 3 off into space although, after Apollo 12 had placed a seismic recorder on the moon, a later Stage 3 was directed to hit the moon which resonated for an hour or so — a sort of moonquake which revealed some of the internal structure of the moon.

Next Month

We will examine several variations of the path to the moon to select the appropriate one. Note some lines of code already present but commented out here. All will be revealed.

```
    ang =ATN(-(y - ye) / (x - xe)) ‘thrust kept horizontal
    atx = -acc *SIN(ang): aty = -acc *COS(ang) ‘components
    LINE (x, y)-(xe, ye), 4     ‘mark firing Sector in red
   ELSE                        ‘has exceeded required energy
    wr =SQR(2 * (Erq + gce /de + gcm /dm))  ‘required vel.
    u =u * wr /w: v =v * wr /w  ‘reduce u & v to exact Erq
    Sector = 3: atx = 0: aty = 0      ‘cut thrust and coast
   ‘IF colour = 1 THEN             ‘commented out this month
     LOCATE 21, 26: PRINT “Firing Stage 3 for TLI.”
     LOCATE 22, 26
     PRINT “Escape energy OK.  Velocity =”; wr; “km/s.”
     LOCATE 23, 26: PRINT “Stage 3 fuel remaining =”;
     PRINT CINT(m - 61199); “kgs.”
   ‘END IF                         ‘commented out this month
   END IF
  CASE 3:        ‘COASTING AFTER BURN
   IF t MOD 60 = 0 THEN       ‘each minute, print on screen
    LOCATE 24:PRINT hr;”h”;min;”m,    “; w; ‘note last “;”
    PRINT “km / sec          “; de; “ km radius”:
    IF tm = 190 THEN               ‘end Sector 3 at 190 min
     CALL Tidyup    ‘rearrangement of Apollo configuration
     Sector = 4  ‘CASE ELSE will terminate since no CASE 4
    END IF
   END IF
  CASE ELSE: finish = 1 ‘will only run any Sector included
 END SELECT
LOOP UNTIL finish = 1
DO: LOOP WHILE INKEY$ = “”
SUB Init
WINDOW (-30000, -16500)-(10000, 13500)
COLOR 2: FOR n =8 TO 12: LOCATE 52-n * 4, 9: PRINT n: NEXT
LOCATE 8, 15: PRINT “Velocity”: COLOR 4
FOR n = 0 TO 3: LOCATE 6 + n * 5, 3: PRINT -n * 10: NEXT
LOCATE 6, 8: PRINT “Specific Energy”
FOR yc = -7500 TO 7500 STEP 5000    ‘Specific Energy scale
 LINE (-29500, yc)-(-28900, yc), 4: NEXT
FOR yc = -10000 TO 10000 STEP 500                   ‘ditto
 LINE (-29500, yc)-(-29300, yc), 4: NEXT
FOR yc = -10000 TO 10000 STEP 4000         ‘Velocity scale
 LINE (-26000, yc)-(-25500, yc), 2: NEXT
FOR yc = -9200 TO 9200 STEP 800                     ‘ditto
 LINE (-26000, yc)-(-25850, yc), 2: NEXT: COLOR 15
LOCATE 15, 33: PRINT “-x”: LOCATE 15, 70: PRINT “+x”
LOCATE 15, 46: PRINT “L”: LOCATE 6, 42: PRINT “TLI”
LOCATE 3,61:PRINT “+y”: LOCATE 19,61: PRINT “-y   To Moon”
LOCATE 1, 6: PRINT “Apollo 11 spent 2 hrs 30 mins “;
PRINT “establishing exact orbit before”:
PRINT “      TLI, when Stage 3 burnt “;
PRINT “to attain energy to reach moon.”:
LOCATE 28, 22: PRINT “Stage 3 & IU    LEM”
LOCATE 28, 53: PRINT “SM   CM”
LINE (-25000, -13000)-(-21000, -13600), 7  ‘Stage 3 engine
LINE (-25000, -15000)-(-21000, -14400), 7           ‘ditto
LINE (-21000, -16200)-(-12780, -11800), 7, B ‘Stage 3 & IU
LINE (-13380, -16200)-(-13380, -11800), 7           ‘ditto
LINE (-12780, -16200)-(-7180,-15300), 7 ‘LEM tapered cover
LINE (-12780, -11800)-(-7180, -12700), 7     ‘Lunar Module
LINE (-7180, -15300)-(-2100, -12700), 7, B ‘Service Module
LINE (-5580, -15300)-(-5580, -12700), 7          ‘SM cross
LINE (-2100, -15300)-(300, -14300), 7      ‘Command Module
LINE (-2100, -12700)-(300, -13700), 7               ‘ditto
LINE (300, -14300)-(300, -13700), 7                  ‘nose
END SUB
SUB Tidyup
LOCATE 25: PRINT “The conical fairing is discarded”;
PRINT “, exposing the LEM and freeing the CM/SM.”:
DO: LOOP WHILE INKEY$ = “”
LINE (-12780, -16200)-(-7180, -15300), 0        ‘LEM cover
```

....continued next page

BVS Solitaire Collection

Ian McDowell

The BVS Solitaire Collection (Version 2.6) offers about two hundred card games which are different from ones with which we are familiar. Readers may download the entire suite from http://www.bvssolitaire.com and play about ten of them for thirty days. The next step is online registration at a cost of $US15.

This frees all the games to the user, provides free updates, and gives access to technical support via e-mail. The writer has played Alternations, Canfield, Topsy Turvy Queens, Troika and WindMill with enjoyment. Degrees of difficulty vary.

The programmer, Boris Sandberg, has a Russian address, and drew the games from the book "Solitaires" (B.I. Jakushenkov, Moscow, 1976). He seeks feedback and provides an e-mail address. The programming is near-perfect, but not wholly so; I sent him a saved game showing a significant flaw in WindMill, to which he responded promptly.

The games have a strong system in common:

- online rules are provided for all games, and accessed readily
- graphics are fast and attractive, with some modifications possible, e.g. sound on or off, warning of illegal move on or off, even put your own picture on the backs of the cards
- moves are by point and click or double-click, as usual
- moves may be undone at any selected level, or the next move may be suggested if required
- all shuffles are numbered and any shuffle may be selected by number (itwould be interesting to compare the playability of a given shuffle applied to each of the various games)
- games may be saved at any point
- certain moves may be automated, ie. they happen if they are possible
- score and time taken are recorded for each game against name of player, then best results shown, past history graphed, and a log kept if required
- achievements may be posted to the BVS Solitaire Web site.

These features apply to all the games. This commonality is an important feature of the whole collection. ❑

.... continued from page 49

```
LINE (-12780, -11800)-(-7180, -12700), 0            ‘ditto
LINE (-12780, -12300)-(-9800, -15700), 7, B           ‘LEM
LINE (-9800, -12700)-(-7800, -15300), 7, B            ‘LEM
LINE (-11800, -12300)-(-11800, -15700), 7             ‘LEM
LOCATE 25: PRINT “The Command Module/ Service Module “;
PRINT “are rotated”; SPC(28); : DO: LOOP WHILE INKEY$ = “”
LINE (-7200, -15300)-(300, -12700), 0, BF         ‘SM & CM
LOCATE 28, 50: PRINT “CM   SM”
LINE (-4000, -15300)-(1100, -12700), 7, B              ‘SM
LINE (-500, -15300)-(-500, -12700), 7                  ‘SM
LINE (-4000, -15300)-(-6400, -14400), 7                ‘CM
LINE (-4000, -12700)-(-6400, -13600), 7                ‘CM
LINE (-6400, -13600)-(-6400, -14400), 7                ‘CM
LOCATE 25: PRINT “And connected again to the LEM “;
PRINT “docking hatch.      “: DO: LOOP WHILE INKEY$ = “”
LINE (-6400, -15300)-(1100, -12700), 0, BF             ‘SM
LOCATE 28, 47: PRINT “CM   SM”
LINE (-5400, -15300)-(-300, -12700), 7, B              ‘SM
LINE (-1900, -15300)-(-1900, -12700), 7                ‘SM
LINE (-5400, -15300)-(-7800, -14400), 7                ‘CM
LINE (-5400, -12700)-(-7800, -13600), 7                ‘CM
LINE (-7800, -13600)-(-7800, -14400), 7                ‘CM
LOCATE 25: PRINT “The spent Stage 3 and Instrument Unit”;
PRINT “ are now jettisonned”: DO: LOOP WHILE INKEY$ = “”
LINE (-25000, -11800)-(-11900, -16200), 0, BF: LOCATE 25
PRINT “Interstage discarded to reveal SM motor.”;
PRINT SPC(30); : DO: LOOP WHILE INKEY$ = “”
LINE (-1800, -15300)-(-300, -12700), 0, B      ‘interstage
LINE (-1900, -13700)-(-300, -13300), 7              ‘motor
LINE (-1900, -14300)-(-300, -14900), 7              ‘ditto
END SUB
```

Quick Tips

M.L. Giggleman

DOS: SET WORKING DIRECTORY

Want to go to the same directory every time you open a DOS box? To set a working directory, right-click on the DOS icon. Select Properties, then click on the Program tab. Type the directory you want to use on the Working line. Finally, click on OK.

DOS: CHANGE DIRECTORY

If you have worked with DOS, you probably know how to use the "CD" or "Change Directory" command. For instance, at the DOS prompt, entering CD\ always moves you to the root directory, no matter how many levels (subdirectories) down you were. In any subdirectory, entering CD.. moves you up one directory level. In Windows 9.x, another variation of the CD command exists. Entering CD … for instance, will take you up two directory levels. Just add another period to the command for each level you want to move up. ❑

Internet Access Application Form

Instructions

- Please **read** the entire form. It may be photocopied.
- Complete **every** field else it might be returned to you. Each field has a purpose, which includes updating our database.
- Enclose a cheque or authorise a charge against your credit card for the requisite amount. Send the form with payment to

  Melbourne PC User Group
  PO Box 283
  South Melbourne VIC 3205

Description of Service

- **General.** The Melbourne PC User Group Inc A0003293V (Melb PC) Internet Service network (the Network) is a private telecommunications network owned and operated by Melb PC for its members. It is administered by the Internet Subcommittee (the Subcommittee) as a subscriber-funded service.
- **Function of the Melb PC Network.** The primary function of the Network is to support the free transfer of information to and from Melb PC members, subject to the terms of our Acceptable Use Policy.
- **Standard Service.** PPP accounts.
- **Features:**
  - Electronic Mail.
  - We also provide access to other services that are found on the Internet but they are not under our control.
- **Charges.** Annual fee $140, subject to change from time to time.
- **Limits and Quotas.** Up to 120 minutes access per day (non-cumulative). A bank of modems is made available with a time limit of 30 minutes for the benefit of users who need to check their mail and get off quickly. The Mail quota is 4 MB. Excess mail may be deleted.
- **Access Software.** You will need to acquire and configure suitable software from our Shareware library or other resources.
- **Accounts.** Accounts are issued only to individuals, not company names. Melb PC may reject an application without stating a reason.
- **Support.** Volunteers offer their help in local newsgroups, via our free Bulletin Board Service, or by telephone.
- **Training.** Melb PC offers training courses.
- **Duration.** The subscription to the Network is for one year from the date of acceptance. It automatically terminates upon expiry of membership of Melb PC.
- Acknowledgment. Successful applicants will include individuals whose forms are correctly filled out and whose funds have been transferred to our bank account.
- Net Etiquette. Melb PC endorses adherence to ("*net etiquette*" or "*netiquette*") as deemed by the subcommittee from time to time.

Internet Access Agreement

Definitions

"**Melb PC**" means The Melbourne PC User Group Incorporated A0003293V or its assignee;

"**the subscriber**" means the Melb PC member making this application;

"**family subscriber**" refers to an existing Melb PC Family Member, or a member of the family residing at the same address who applies for Melb PC Family Membership at this same time, paying the additional $10 Melb PC membership in addition to the Internet subscription;

"**Internet access**" means access to the World Wide Web, Internet e-mail and any additional Internet facilities Melb PC may offer to its members from time to time, but unless Melb PC agrees otherwise does not include supply or maintenance of the subscriber's equipment, software or telephone line, or technical support;

"**subscription period**" means the period in advance for which the subscriber has paid in full, being one of the periods of subscription offered by Melb PC from time to time;

1. The subscriber asks Melb PC to provide Internet access and Melb PC agrees to do so.
2. This agreement starts when an authorised officer of Melb PC has executed it and Melb PC has received cleared payment for the subscription period.
3. Subject to the early termination clauses of this agreement and to clause 4, this agreement continues until the end of the subscription period.
4. If Melb PC and the subscriber renew this agreement for a further subscription period, this agreement applies to the renewed subscription period unless the parties agree otherwise in writing.
5. The subscriber acknowledges that:
   a. Continuity and speed of the Internet access depends on a wide range of factors, many of which are beyond the control of Melb PC;
   b. Melb PC has no control over the accuracy or appropriateness of any information on the Internet;
   c. Melb PC is not responsible for any material available on the Internet;
   d. The subscriber's Internet access may be interrupted by equipment failure, the need for routine maintenance, peak demand and so on;
   e. Melb PC cannot guarantee that the subscriber will be able to secure access at any given time, or that fluctuations in demand by other subscribers will not prevent the subscriber from using the full amount of the maximum daily time allowance on any given day.
6. Subject to matters of the kind referred to in the previous clause and to the subscriber's access limits, Melb PC will use its best endeavours to keep Internet access available continuously and to allow the subscriber to have access for the current daily time allowance from time to time.
7. The subscriber indemnifies Melb PC against any liability, claim, action, suit, demand, loss, cost or expense arising out of or in any way connected with this agreement or Internet access, including any negligence by Melb PC, its servants or agents.
8. The subscriber will pay fees according to Melb PC's standard pricing list from time to time, and a copy of the list certified by an officer of Melb PC is conclusive evidence of the prices applicable at any time.
9. Melb PC may make rules for the use by the subscriber of Internet access, including rules as to online time limits, transmission volume limits, excess usage fees, terms of payment and any other matter at all that Melb PC considers desirable, provided that there shall be no reduction in the access time of the subscriber during any period for which the subscriber has paid in advance unless the service provided by Melb PC has been or is to be enhanced so as to make up for any lost value. Melb PC may alter the rules on not less than fourteen days notice to the subscriber. A copy of the rules certified by an officer of Melb PC is conclusive evidence of the rules applicable at any time. The rules from time to time will apply as if they were set out in full as terms of this agreement.
10. The subscriber must not deliberately or recklessly do anything that damages Melb PC's equipment, software, setup or services.
11. The subscriber must not use Internet access to annoy, harass or harm other Internet users.
12. The subscriber must not use Internet access for any unlawful purpose or in any unlawful manner.
13. The subscriber will keep safe and confidential any access numbers, codes or passwords allotted to them by Melb PC and notify Melb PC without delay of any disclosure of those things.
14. Melb PC may terminate the subscriber's Internet access immediately if the subscriber breaches this agreement or the rules, or fails to promptly pay any money owed to Melb PC, or ceases to be a member of Melb PC.
15. Subject to the previous clause, either party may terminate this agreement by 14 days' notice to the other save that Melb PC must not terminate this agreement while the subscriber has credit for advance payment of fees without refunding a pro rata part of those fees or making alternative Internet access arrangements for the subscriber, and termination by the subscriber does not affect any debt owed to Melb PC at the time of termination.
16. Melb PC may delete without notice any material found on its storage disks that is unauthorised, unlawful, obscene, dangerous, excessive in volume, uncollected for an excessive period, or in an unauthorised place.

17. Melb PC may delete without notice any material found on its storage disks without giving any reason for doing so.

18. Melb PC may make and keep any record it requires for the purpose of this agreement or the rules or for the operation of its services.

19. The Description of Service, Internet Access Agreement, and the services as described on this application form constitue the entire agreement between the parties, and neither of them relies on any term, condition, warranty, collateral contract, representation or promise not set out in those parts of this application forms.

20. Any notice given about any matter concerning this agreement may be given by fax, e-mail or post at the last fax number, e-mail or postal address notified to the sender and is deemed to have been received at the time when it would have arrived in the ordinary course of the relevant type of transmission.

21. The subscriber must not transfer, sell or share Internet access rights, or allow the account to be used by any other person, other than those Melb PC Family Members who are listed on this application.

22. The user's last name must be displayed in all mail and news messages. The user's first name or initials may be displayed as desired.

23. Commercial traffic, in the form of private messages and advertisements in newsgroups designated for that purpose, is permitted within the bounds of net etiquette.

24. The *Organization*: field in private electronic mail or public newsgroup article headers must always be *Melbourne PC User Group, Australia,* the name of the service provider. Any other organisation or business name is permitted only in the four-line (maximum) "signature" text that is optionally inserted at the end of the message or article.

25. Connection of any networking system or device that permits multiple users to share one account simultaneously is not permitted.

26. The *From:* field used in mail and news messages must be the Melb PC assigned user name, e.g. *jjones@melbpc.org.au* not the address where a reply is sought, e.g. *jjones@pobox.com.au*. Such an arrangement should be managed by use of the *Reply-To:* field.

27. Melb PC may assign its rights and obligations under this agreement to an Internet access provider that is of equal standard to Melb PC, and after notice of assignment is given to the subscriber, this agreement shall have operation as if it had been entered into between the assignee and the subscriber and Melb PC's rights (except for its right to recover any money owed to it immediately before the assignment) and obligations under this agreement shall be at an end.

28. The parties submit to the law of Victoria, Australia in relation to any the interpretation of this agreement, or any dispute arising out of it.

Service Required and Payment

Subscription (including GST) $140.00

(The Melb PC post-configuration Internet Kit for Windows 95/98/NT/2000 consisting of one diskette is included in the subscription fee and provided to all new subscribers)

Total $.................

Tick ☑

☐ Cheque for above total is enclosed.

or

☐ Debit my card with $.................

☐ Bankcard / ☐ MasterCard / ☐ Visa

Expires: ....../......

Number:

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Name on Card ....

Signature: ....

Applicant Details

First Name: ....

Last Name: ....

Membership Number: ....

Postal Address: ....

....

Postcode: ....

Telephone
Day (............) ....

Evening (............) ....

Job Title: ....

Employer: ....

Tick ☑

My age is: ☐ 18 or above, ☐ Below 18

I hereby apply for the Internet Service described on this and the previous page

Signature: ....

Additional Family Members who will share the one account/user name:

Name: ....

Signature: ....

Name: ....

Signature: ....

Name: ....

Signature: ....

Applicant(s) to Complete (CAPITALS, please)

Parent/Guardian to Complete

(If any of the applicants is below the age of 18)
I am the parent/guardian of the applicant. I am aware of the nature of information available through the Internet and support this application.

Name ....

Telephone

(day) (..........) ....

Signature: ....

User Name

List below the user ("login") names you would like, in order of preference, up to eight lowercase characters. Write very clearly, to avoid our confusing certain letters. User names are expressed in lowercase letters and numbers and must represent your real name in some recognisable way, e.g. John J. Jones might request user names such as john, johnj, jjones, etc. Any user name that is already allocated or deemed unsuitable in the opinion of the system administrators will not be allocated.

Choice 1 ☐☐☐☐☐☐☐☐

Choice 2 ☐☐☐☐☐☐☐☐

Choice 3 ☐☐☐☐☐☐☐☐

Choice 4 ☐☐☐☐☐☐☐☐

Choice 5 ☐☐☐☐☐☐☐☐

Office Use Only

☑ Tick as applicable

☐ Form and fee correct

☐ Parent of under age applicant contacted (date) ....../....../200

☐ Membership database checked and updated

☐ Incomplete form returned to sender (date) ....../....../200

☐ Acknowledgment returned to sender (date) ....../....../200

Initials of office staff ....

LDS and GENIE?

Gary Taylor

It was 12 August and a fine Saturday in Melbourne's eastern suburb of Wantirna. Three trusty Melb PC members had inveigled their way into the hearts of the LDS and had set up two computers within the Church building. Yet another Genealogical Open Day? No — a scribe toughened in the fires of doubt captured this image of the proceedings! So what goes on at these open days and what is the LDS?

The LDS means the Church of Jesus Christ of Latter-Day Saints, a Christian denomination that has an extensive "presence" on the Internet and in Australia. They have massive databases of births, deaths and associated documents and freely give of their time and knowledge to everyone. There is no fear of being proselytised or brain-washed into joining their religion — it seems to be that the LDS sets such a high standard in general life that people are attracted and desire to be a member of this reputable group. The LDS has smiled upon the Melb PC Genealogical SIG over the last two years and there is great rapport and empathy between these Groups. The open days are free of admission charges. One of their newest sites is *http://www.vicnet.net.au/~ldsflhc*

Our resident Web ferret went walkabout and came across the chapel where "experts" gave several talks during the day: English Parish Registers; Public Record Office of Victoria; Scottish churches and their records. There were Group Activities burbling along in other sections of the church: an Expert panel for answering questions; a Beginners Class; Internet-browsing and use; Family Search; Family History Library Catalogue video. By now facts and figures began to tell on the ferret who escaped into the recreation hall to saunter amongst the crowds circling the many stands. There were stands specialising in Scottish genealogy, Jewish, Chinese, Australian, Irish, Scotland, British and Non-British records... the Victorian GUM Society, the Re-enactment society, and even the Temple Ready and PAF Users Group. The reader can only savour the enthusiasm of these groups secondhand. To be in the thick of someone's recounting what he or she has found about his or her ancestors can be electrifying!

The Public Record Office (Victoria) has treasures going back to the mid 1830s covering health, education, justice, natural resources, environment, transport and the arts — as well as births, deaths, marriages, wills, rates, wages. Passenger lists are available for arrivals at Victorian Ports, records for the prisons, courts, divorces and so on. No doubt you have checked their site at *http://www.prov.vic.gov.au/welcome.htm*

The Australian Jewish Genealogical Society (VIC) is very active and explores cemetery records, has Yizkor books, holocaust survivor lists, surname dictionaries etc. Have you ever looked inside the Makor Library in South Caulfield? Cast your computer's Net on these sites:

http://www.melbourne.net/csaky/AJGSmainpage.htm

http://www.avotaynu.com

A burly soldier with a red waistcoat and a mean-looking ancient rifle smiled at me. "What's your Web page?" I blurted out! "Try a search using http://www.google.com," squeaked a lady dressed in clothing that was fashionable a hundred and fifty years ago. I was with the Victorian Re-Enactment Society, a vibrant group that has been involved in Separation Day at Maldon, the Eureka anniversary at Sovereign Hill, and many other activities in Melbourne, Sydney and Brisbane. They keep our heritage alive through "living history", displays, research and reenactments. They have many relics from the past, including a fully working, muzzle-loading canon. Have you seen their "snake oil" medicine man? The dodgy dentist or the ladies of the night? A bell rang in my mind. "So it was your mob who fired the canon outside the Ex-Army Warehouse, and you were the ones who dressed in drag at the Old Cheese Factory in Berwick!" Of course.

http://www.labyrinth.net.au/~taipan/vrs.html

"Bah gum, it's our Beth!" The ferret greeted a Melb PC member who was looking after the Genealogists Using Microcomputers stand, GUM for short. The GUM is a large retailer of commercial software for genealogy in Australia, apart from being a thriving society that assists members with information about personal computer hardware, providing and maintaining a library, publishing a newsletter; running meetings, seminars. Much more to read at *http://www.vicgum.asn.au/index.html*

Time was running out so the ferret returned to duty at the most interesting display yet: Melb PC Genealogy SIG. All day crowds gathered around the two busy computers as CD-ROMs were browsed and the Internet scoured for clues to people's forebears. Melb PC pamphlets vanished rapidly as devotees realised that there are OTHER Special Interest Groups apart from Genealogy. Many useful contacts with knowledgeable computer enthusiasts were made; pages of "good" Web sites were received, as well as offers of help for the future. One lady was so impressed that she turned up at our Genealogy SIG the next day and gave a talk about the Public Records Office.

Our site is *http://www.vicnet.net.au/~eastsig/genealogy/* and our Intranet is *http://mpcgene.intranets.com/*. When asked for the registration code, type in *eastsig*.

Annual General Meeting & Electioms

David Owen, Returning Officer

The Annual General Meeting and the election of the committee shall be held on Wednesday 1 November 2000 at the Pharmacy College, 381 Royal Parade, Parkville at 6.30 pm.

You may vote by completing the postal ballot and posting or delivering it to the returning officer or by giving your proxy to another member who can attend the AGM or by personally attending the AGM yourself.

Postal ballot papers and proxies cannot be submitted by fax, e-mail or the BBS.

Postal Voting Procedure

- Use the postal ballot paper on page 56 or a photocopy of it;
- Mark your selections, or cross out the name you wish to exclude;
- Place the ballot paper in a sealed envelope, print your name and membership number on the outside of this envelope and sign it;
- Put this envelope in another envelope addressed to:

  David Owen — Returning Officer
  55-57 Cardigan Place
  Albert Park VIC 3206
- Mail or deliver to arrive by 12 noon on Monday 30 October 2000.
- Voting is first past the post

Proxy Voting

If you cannot attend the AGM you may appoint another member as your proxy by completing a proxy form and posting it or delivering it to the Secretary by the start of the AGM.

The form of proxy can be found at *http://www.melbpc.org.au/melbpc/rules/app1.htm* or you may collect one from the Melb PC Office. Your proxy will have to attend the AGM and will be given a ballot paper to complete at the meeting.

Elections

Elections will be held only for the eight general committee positions. There was one nomination only for each of the positions President, Vice-president, Secretary and Treasurer and those nominees shall be declared elected at the AGM.

The following nominations and 100 word statements were received.

Candidate for President

George Skarbek

Address: 2 Tuina Court
Glen Waverley. 3150
Proposed: W. Ford
Seconded: R. Beatty

Having enjoyed being a member of Melb PC virtually since inception I would like to continue to contribute by standing for President. My underlying goal is to provide the best possible service for our membership.

The energetic and coherent committee team will further expand the Melb PC membership with financial and management stability while improving benefits to members.

My main aims are to publicise the Group's activities to boost membership, to assist Special Interest Groups to grow and to continue to improve the already excellent Internet service that we provide.

Candidate for Vice President

Dave Botherway

Address: 18 Barossa Ave.
Vermont South. 3133
Proposed: G. Skarbek
Seconded: K. Beresford

Dave first became directly involved with Melb PC activities when he joined the East SIG committee four years ago and is now a regular presenter at SIG meetings. He joined the Melb PC management committee two years ago serving as SIG Coordinator and is currently Vice President. For his daytime job he manages a large Electronic Trading facility, and brings considerable skills to the Melb PC committee.

His vision is that club benefits need to be available to all 10,500+ members. Accordingly, he actively pursues ways to enhance the value to each individual of being a Melb PC member.

Candidate for Secretary

John Swale

Address: 9 Larbert Ave.
North Balwyn. 3104
Proposed: K. Beresford
Seconded: W. Ford

As a founding member I have seen Melb PC grow from a small group, to a significant small business, by "users helping users". I have tried to repay the help I received over those years by previously serving as Treasurer, by writing Random Access in PC Update for the last 11 years, and serving for nearly three years as Secretary. In the coming year I want to have the Rules rewritten, a Code of Ethics published, an increase in membership, and more involvement in the SIGs. I seek your support in achieving these aims for Melb PC's benefit.

Candidate for Treasurer

William Ford

Address: 51 Mary Street
Hawthorn. 3122
Proposed: J. Swale
Seconded: G. Skarbek

As the only person with continuous involvement with the Committee during the last five years I am proud to be associated with the group's achievements during that time. While the group is a not-for-profit organisation, the large variety and diversity of its activities requires that it be managed in an efficient and businesslike manner, which I believe it is, by its volunteer Committee. If reelected I will continue to promote the development of forward-looking mission and vision statements, supported by a comprehensive business plan that addresses the diverse future needs of the group.

Candidates for Committee

(In order drawn by lot)

Ian Dewhurst

Address: 65 Chippewa Ave.
Donvale. 3111
Proposed: D. Botherway
Seconded: M. Brown

During the last few years I have assisted at East Workshop and have been active on the East SIG Committee, mainly arranging guest speakers for our meetings.

I have served the community since 1956 in the RAN, the Fire Brigade and my local Rotary Club.

My computer experience commenced twenty years ago building Z80 machines, this was followed by an appointment to commission the Fire Brigade's new computer aided dispatch system - Firecom.

Firecom was designed to verify addresses of emergencies, respond fire appliances and maintain complete real time data on all fires and incidents in Melbourne and suburbs.

Don McKenzie

Address: 102/431 St.Kilda Road
Melbourne. 3004
Proposed: B. Taylor
Seconded: T. Lyons

I am standing in order to prevent Office Bearers selling publications, or Overpriced and/or Under-performing equipment to the club.

We were founded to promote education, not to make a profit from our members. Our Education fees are too high.

Clubs are not allowed to trade and make a profit under the Associations Incorporation Act 1981.

Our Internet charges are too high. This profit should be rebated to members to prevent this illegality.

We should have a truly independent ethics committee.
Not one controlled by the committee. Members should have free confidential access to it.

R. B. Martin

Address: 12 Devon Drive
Blackburn. 3130
Proposed: J. Swale
Seconded: M. Brown

I have been a member of the group for over seven years and a member of the Committee for over three years.

I am a PC hardware specialist by profession, am the Training Group coordinator for the Committee and now also run the Random Access session at the Monthly Meeting.

My vision for the future is that Melbourne PC Committee continues to focus on the Group's strengths of good value Internet service, a broad range of quality SIGs and a well managed central administration (with good staff and a pool of excellent volunteers) are continually nurtured and well managed.

Roswitha Aigner

Address: 1A Anderson Street
Newport. 3015
Proposed: V. G. Martin
Seconded: R. Mayston

Having been a member for five years and enjoyed all the Group has to offer, I feel I should try and give "something" back. During the past couple of years I've been the unofficial ACM at the ever-popular Windows SIG (which sometimes requires all my available tact and diplomacy) but I believe I could do more.

Committees need a variety of people in order to represent different points of view. The Committee in large part consists of a lot of nice gentlemen whereas in contrast I'm occasionally nice, not gentle or a man. Thank you for your support.

Margaret Brown

Address: 62 Orient Ave.
Mitcham. 3132
Proposed: R. B. Martin
Seconded: R. Beatty

There is no reason for a female perspective to differ from any other but I feel that being relatively new to computers gives me an obvious advantage when relating to new and senior members, as my memories of early struggles are still vivid. The current areas of particular focus for me are PC Update, the Seniors Newspaper and public relations generally.

I have enjoyed working with the present Committee members who, while having differing views about many issues, accept that a team approach is the only way to resolve the challenging situations that will undoubtedly continue to arise.

David S. King

Address: 3 Patio Court
Vermont South. 3133
Proposed: N. W. Peters
Seconded: G. Skarbek

As an electrical engineer with 36 years management responsibility for major projects in many parts of the world plus 10 years' membership of our club, I am confident that I could make a positive contribution as a committee member. Besides enjoying a long standing membership of the Malvern Swap Meet Team, I am involved with the East, RIP, Digital Imaging & Windows SIGs and prepare SIG fliers. I believe in a stable club environment with emphasis on procedural transparency, further development and support of the SIG groups and the overriding philosophy of "*Users Helping Users*".

Noel William Peters

Address: 19 Purtell Street
Bentleigh East. 3165
Proposed: W. Ford
Seconded: M. Brown

As member number 4944 I joined Melb PC in 1989 with a background of communications engineering with Telstra. RIPSIG members know me as active in the group's activities, and the convenor of the hardware subgroup

Since joining our committee I have been keen to help members get value for money and extend their computing interests. I have managed our Swap Meet teams, provisioned necessary materials for them, manned the welcome desk at monthly meetings, sat on the Membership committee and coordinated our Stand at IT 2000. If re-elected I look forward to continuing to contribute to the groups well being.

Ray Beatty

Address: 502/34 Queens Road
Melbourne. 3004
Proposed: N. W. Peters
Seconded: D. Botherway

A member since 1986, Ray is well known as the organiser and presenter of our monthly meeting. In this role he has gathered hundreds of thousands of dollars worth of prizes for members and helped make our meetings extremely popular. Ray's other committee role is as a professional marketer. His knowledge from 30 years in advertising and journalism helps to give us a professional edge. He produced the new membership brochure and helped design this year's PC Show stand. He is determined the group will grow, and unlike other user groups — for membership to continue to rise.

William E. Dair

Address:	2 Morrison Court Mount Waverley. 3149
Proposed:	N. W. Peters
Seconded:	G. Skarbek

I am seeking election so that I can contribute to the ongoing running of the Group and represent members in the development of strategies that will strengthen and expand the Group.

I have been a member for approximately five years and have actively participated in the Retired & Interested Persons SIG. I am the membership coordinator and conduct a monthly "Internet for Beginners" familiarisation session.

Before I retired I was a Charted Telecommunications Engineer and held senior management positions for approximately 18 years. In summary my experience and skills will enable me to be a constructive contributor to the committee. ❑

Melbourne PC User Group Incorporated
POSTAL BALLOT PAPER
Annual General Meeting
1 November 2000

Candidates for Committee

(indicate your preferred candidates either by placing a tick the box beside each of your choices
or
by crossing out the *name* of the candidate you wish to exclude)

☐ **Ian Dewhurst**
☐ **Don McKenzie**
☐ **R. Barry Martin**
☐ **Roswitha Aigner**
☐ **Margaret Brown**
☐ **David King**
☐ **Noel Peters**
☐ **Ray Beatty**
☐ **William Dair**

How To Cast Your Postal Vote — See page 54.

Minutes of the 1999 Annual General Meeting

Minutes of 16th Annual General Meeting of Melbourne PC User Group Incorporated, held on Wednesday 1 December 1999 at 6.40 pm at Pharmacy College, 381 Royal Parade, Parkville.

Apology: Ash Nallawalla

1. Minutes
The minutes of the 1998 Annual General Meeting were published in the December 1999 issue of PC Update.

Motion: *"That the minutes of the 15th Annual General Meeting as published held on 2 December 1998 be approved as a true and correct record."*

Moved:	B Martin
Seconded:	D Gilovitz

Carried

2. President's Report
The president's Report was published in the December 1999 issue of PC Update.

Motion: *"That the President's Report as published in the December 1999 edition of PC Update be received."*

Moved:	M Tobias
Seconded:	D Gilovitz

Carried

3. Accounts
The Financial Report for the year ended June 30, 1999 was published in the October 1999 issue of PC Update.

Motion: *"That the statement pursuant to ection 30(3) of the Associations ncorporation Act 1981 containing the ncome and Expenditure of the Group for he year to 30th June 1999 and the assets and iabilities of the Group at 30th June 1999 be ccepted."*

Moved: W Ford
Seconded: G Skarbek
Carried

4. Appointment of Auditor

Motion: *"That Peter G. Salter, Registered Company Auditor (the Group's current Auditor) be re-appointed to the position."*

Moved: W Ford
Seconded: C Lovitt
Carried

5. Election of Committee of Management

The Returning Officer outlined the procedures for conducting the election.

The meeting was adjourned at 6:40 pm for the votes to be counted, and it resumed at 8:30 pm.

As there was only one nomination for each of the positions of President, Treasurer and Secretary, the Returning Officer, Mr D Owen, declared the following Executive positions filled:

President: Morris Tobias
Treasurer : Bill Ford
Secretary: John Swale
Vice-President: There were two nominations for Vice-President and the Returning Officer declared Dave Botherway elected.

The meeting then adjourned for the counting of Committee votes and resumed at 9:08 pm.

After Dave Botherway was elected there were 16 candidates for the 8 Committee positions. The Returning Officer declared the following elected (in alphabetical order):

Ray Beatty
Keith Beresford
Brian Horman
Barry Martin
John Morris
Ash Nallawalla
Noel Peters
George Skarbek

The President then thanked the Returning Officer David Owen, the Masonic Task Force (for counting the votes), and the auditor Peter Salter, for their efforts during the election.

Motion:
"That the ballot papers be destroyed":
Moved: David Botherway
Seconded: John Swale
Carried

The meeting closed at 9:12 pm.

Windows Quick Tips

M. L. Giggleman

Quickly minimize all open windows:

Right click on the Taskbar, select "Minimize all windows". That's it. To reverse, select "Undo minimize all".

Microsoft Word, Excel, Powerpoint:

If you frequently work between several documents, you might know how to switch between open documents by using the keystroke combination, Alt+W, then selecting the document from the list.

An easier way is to use Ctrl+F6 to "tab" through all open documents.

Microsoft Wheel Mouse:

One of the neatest things (besides the Wheel Mouse itself) is if you hold down the Ctrl key while using the wheel to scroll, you can change the text size. This is a great way to get a better look or to decrease the text size for printing.

Internet Explorer:

Speaking of scrolling, use the spacebar to scroll through Web pages in Internet Explorer. Spacebar scrolls down one page, and Shift+Spacebar scrolls up one page. To go back a page, use Alt+Left Arrow. To go forward a page, use Alt+Right Arrow.

Internet Explorer: Keyboard Shortcuts

- Use the F11 key to resize the window to full screen.
- Use Ctrl+D to add the current page to Favorites
- Use Ctrl+B to organize favorites
- Use Ctrl+H to access the History folder
- Use Ctrl+L to open a new page
- Use Ctrl+N to open a new browser window
- Use Ctrl+R to reload the current page
- Use Ctrl+W to close the active window

For an Explorer style view of Favorites, hold down the Shift key and select Favorites, Organize Favorites (or Shift+Ctrl+B). This brings up a box where you can create or delete folders, sort folders, re-order, as well as import and export.

Internet Explorer: Repair Option

IE 5 has a repair option that is accessed as follows:

Start, Settings, Control Panel, Add/Remove Programs. Then select Microsoft Internet Explorer 5, Internet Tools. Check the radio button titled Repair Internet Explorer. Finally, click on OK and select Yes once the confirmation box appears.

If this option isn't available – probably because you are running Windows 98 SE — choose Start, Programs, Accessories, System Tools, System Information. Next, select the Tools menu, Internet Explorer Repair Tool. Finally, click on OK and select Yes when the confirmation box appears.

Windows Explorer:

Someone e-mailed and asked why Windows doesn't show the file extensions. To change this setting, in Windows Explorer, select View, Folder Options, View, and uncheck the box titled "Hide File Extensions for Known File Types".

While you are there, you might want to check Hidden Files to see all the files.

Reprinted from August 2000 issue of HAL PC Magazine.

Training Schedule — November and December 2000

Ian Rankin, Training Coordinator

Application Courses

Introduction to MYOB $293.70

Vicki Apokis
Four 3-hour sessions

6.30 pm – 9.30 pm
Monday 13, 20, 27 Nov.,
4 December.

Transfer manual bookkeeping skills to a computerised environment, using MYOB. This course is for new users of MYOB, or those who have limited experience and would like to expand their knowledge on the features available with MYOB. At the end of the course, students will be able to understand the necessary steps to setup MYOB to use in their business. They should be able to perform basic bookkeeping using MYOB, dealing in a post GST world. A course manual, with detailed examples and exercises is provided together with a disk to take class work home. Students currently using MYOB are requested to bring their copy of the manual and a pen and paper for note taking.

Prerequisites: Mouse and keyboard skills, familiarity with Windows and a sound knowledge of bookkeeping/accounting principles. Ideally, own or have access to a copy of MYOB, either version 9 or 10. Students should have a basic understanding of the terms and concepts regarding the GST.

XL 8/97 — Introduction $227.70

Peter Harvest

Three 3-hour sessions
6.30 pm – 9.30 pm
Tuesday 14, 21, 28 November.

On completion of this course you will have the basic knowledge and effective skills to create your own spreadsheets in Microsoft Excel 8/97. Techniques such as entering data and developing formulae, using Excel's many built-in functions and making charts, printing and saving your files and using Excel's extensive online Help are all covered.

Prerequisites: No prior knowledge of spreadsheets is required. Participants must already know how to use Win 95 or Windows NT.

Internet Courses

Note: If you are starting with minimal knowledge, we suggest that the Internet courses are best attended in the sequence shown. More advanced students should attend at their skill level.

Introduction to the Internet $77

Lynn Pollock

One 3-hour session

9.00 am – 12 noon
Saturday 11 November.

An overview of the Melb PC Internet service. Live demonstrations and explanations of the major programs that are used on the Internet. Full detailed discussion of the hardware and software items involved, including modems. General questions concerning Internet connections.

Prerequisites: None.

See also: File management, archiving and compression techniques.

TRAINING INFORMATION BOX

Where Are Courses Held?

At the Group's premises, usually in the Training Room, but check when you arrive.

The address is:
27 Dorcas Street,
(Cnr. Wells Street),
South Melbourne
VIC 3205

How Do I Get There?

Usually plenty of parking is available nearby in the evenings and on weekends, or catch a tram to the corner of St. Kilda Road and Dorcas Street. After hours entrance is through the car park at the rear of the building.

Important!

You will obtain greater benefit from a course if you have the skills recommended by Trainers as prerequisites for their courses. Otherwise, you may not be able to keep up with the class practical sessions.

How Do I Book A Course?

Please use the order form in this magazine or (for credit cards only) phone the office on 9699 6222 during business hours or fax the office on 9699 6499.

Early enrolment is advised as places are limited. Enrolments/bookings without payment will **not** be accepted.

I Have Something To Say!

You can contact Training with suggestions for courses or other training related matters by sending an e-mail to Ian Rankin at irankin@melbpc.org.au

Do You Run Courses Upon Request?

Some courses are available upon request but are subject to minimum numbers. Please contact the office for details.

Using the Internet with Windows 95/98 $143

ynn Pollock

ne 6-hour session
.00 am – 4.00 pm
unday 12 November.

.00 am – 4.00 pm
unday 10 December.

his is the basic course for indows 95/98 users. It suits eople about to install Internet oftware on Windows 95/98 or ovice Internet users who want a ull explanation of the basic setup nd techniques involved. Hands- n individual installation of 32-bit nternet software. Explanation, iscussion and live Internet onnections for students to emonstrate and practice all the najor components.

rerequisites: Windows 95/ 8 experience.

Internet — Upgrading and Installing Software $77.00

ynn Pollock

ne three hour session
1.00 pm – 4.00 pm
aturday 11 November.

tudents will learn the techniques nvolved in handling files obtained rom the Internet and will practice ecompressing, virus scanning, nstalling and configuring such iles. General File Management kills and installation procedures vill be discussed. Basic Backup Techniques will also be demon- trated and practiced. This course vill focus on special requirements s it effects users of the Melb PC Internet Service including modems nd dial up set-ups. A course manual is provided, but students should bring their own pens and paper for additional notes. There will be many extra items discussed in class and note taking may be necessary. Sometimes a diskette may be handy if students wish a copy of some software.

Prerequisites: Students should be familiar with their computer's Operating System and wish to gain additional instruction on the various techniques involved in Upgrading & Installing Software for the Internet

Web Page Design $225.50

John Morris Jnr.

Three 3-hour sessions
6.30 pm – 9.30 pm
Thursday 16, 23, 30 Nov.

Students will learn how to write Web pages for the World Wide Web. This includes HTML (Hypertext Markup Language) basics, use of HTML editors, both text and WYSIWYG. Students will gradually be introduced into the inner workings of HTML, learning how to write simple Web pages then progress to more complex features such as using tables, frames, embedding sound files, incorporating public domain JAVA applets, how to create online slide shows and more. The course will cover such issues as features of good Web page design, FTP uploading issues and obtaining free material from the Net. Students will also learn about and will look at directory structures in HTML and file uploading with FTP.

Prerequisites: Preferably, students should be familiar with the Internet, using a Web Browser, have some basic word editing skills and be familiar with Windows.

Operating System and Hardware Courses

How to Buy a Computer Free

Ian Rankin

One 3-hour session
6.30 pm – 9.30 pm
Thursday 9 November.
6.30 pm – 9.30 pm
Thursday 14 December.

What a computer does, what the jargon means, buying advice, tips and traps, no sales talk.

Prerequisites: None.

(Note: This course is not considered suitable for those who want to upgrade their computers. Members wishing to upgrade would be better served with the Hardware Upgrade and Repair course.)

Hardware Upgrade and Repairs $132

Tom Coleman

One 6-hour session
10.00 am – 5.00 pm
Sunday 5 November.

Students will be able to dismantle and reassemble a computer, replace major components. Be aware of the basic rules and conventions of computer building. Know enough to get started on simple jobs.

Prerequisites: Familiarity with the basic functions of each of a computer's parts.

Introduction to Linux $154

Len Krois

One 6-hour session
9.00 am – 4.00 pm
Saturday 16 December.

On completion of the course, participants will have a general feel for the processes of Linux installation, some knowledge of administration and security and an appreciation for the look and feel of the basic Linux command line interface. With this knowledge of the basic navigation and file manipulation commands as well as the online manual pages, participants will be well placed to explore further in the open systems arena.

Prerequisites: The course is designed for Members who are seeking basic Linux skills. Although there are no specific prerequisites, members comfortable with command line computing would benefit more.

Materials: *The revised edition Linux pocketbook from APC including CD-ROMs containing Red Hat & Caldera OpenLinux implementations of Linux. Notes are provided on a diskette containing some good training resources obtained from the Internet. Students should bring their own pens and paper for additional notes.*

Introduction to Windows 98 $293.70

Len Krois

Two 6-hour sessions or four 3-hour sessions
9.00 am – 4.00 pm
Saturday, Sunday 25, 26 Nov.

This course is for beginners and intermediate students. It introduces the Windows 98 environment to the computer novice. You'll get to know your computer, how to use it productively and the skills you'll need to use Microsoft Windows effectively.

Materials: A comprehensive manual is provided and it is recommended that students bring their own pens and paper for additional notes.

Prerequisites: None. However, you will be at an advantage if you have had some exposure to computers and used a mouse.

Advanced Windows 95/98 $143

Lynn Pollock

One 6-hour session
9.00 am – 4.00 pm
Saturday 9 December.

A full and detailed examination of Windows 95 for experienced users. Topics include adding hardware, registry control and editing, backup techniques, communications, networking with Windows 95, conflict resolution, enhancing performance, system maintenance and many tips and tricks.

Prerequisites: Must be familiar with Windows 95. ❑

Random Access

Questions and Answers from the Monthly Meeting

John Swale

Deadlines for *PC Update* this month do not allow time to have the October meeting's Random Access included. So I have selected some answers from previous columns where I think the questions and answers are still relevant and may not have been seen by new members.

Questions and Answers

Q: In Windows 98 how do you get the fonts in sequence? In Windows 3.11 you went into WIN.INI and shuffled the font names.

A: You need a third party product. HP has a font master and there are others on the web.

Q: I find in Windows 98 that, if I add icons to the desktop, the next time I switch on the icons double up and the new ones are appended. How do I lock the icons in?

A: Look for EasyDesk on the internet. The Microsoft Resource Kit has a utility to save and restore the desktop layout that you will find useful.

Q: What is the capacity of the Recycle bin and how do I empty it?

A: The Recycle bin is just another folder on your hard disk so the capacity is limited by your hard disk size. Empty the folder by opening the folder in Explorer and using File/Empty Recycle Bin to delete all items, or just delete the individual items.

Q: I have a fax modem and the faxes that I receive from estate agents have unreadable pictures. What can I do to get better images for printing?

A: The image quality is a function of the fax software and the free software that comes with the modem is usually not good quality. You will need to get better quality software that will remove the noise. If you save the images as JPEG, BMP or fax, you can use an imaging program to improve the quality.

Q: My PC has a SCSI controller on the motherboard. I want to add a scanner and I am wondering if I should add it to the hard disk drive chain or add a separate SCSI card.

A: It depends on the motherboard and the way it is set up. If you want to run the scanner from the on-board SCSI controller, which is ultra-wide SCSI II, create an external port to plug the scanner into. Some SCSIs allow one cable to the hard drives and another to an external connection. An autosensor in the controller will sense if an external device is connected. The scanner will have to be terminated if it is the last device in the SCSI chain.

Q: Recently I installed a large Quantum CR hard disk as my C: drive, moved the old one to D: and installed Windows 98. Now the performance is poor. The DMA box was not checked so I checked it, but the next time I restarted the PC it was unchecked again. It is a TX motherboard.

A: The TX chipset has Ultra DMA support. Check that it shows up in the BIOS.

Q: I have a removable hard drive on my system. I loaded Norton Antivirus and now it objects if the removable hard drive is not present. Can I stop this happening?

A: No. Norton creates its own registry, so if the removable drive is present when you load Norton, it will be added. If it is not present, then you will be all right until you have it in, and then Norton will detect it and add it to its table.

Q: In Windows 95, when creating shortcuts for Notepad and Wordpad, you could specify the starting directory. Windows 98 will not let you do it. I have managed to get Notepad to work by copying it from Windows 95. How can you do it for Wordpad?

A: There is a way around this by using the Microsoft program called Tweakui.

If Tweakui is not in the Control Panel, then it can be installed from the Windows 98 CD under \tools\reskit\powertoy. View the Readme file for installation information. After installation, open Tweakui, go to the General tab and alter the Folder from "My Documents" to the desired directory and from now on Notepad will open as before the upgrade. Tweakui has many options and am I sure that readers may find useful features there. It is a very small program by Microsoft standards (156 KB) and it contains solutions to several other comon questions.

Q: I live out of Melbourne and use an ISP in Geelong. I still have my Melb

Random Access — Over to You

Please contact me if you have any comments on the answers given; can provide a reply for the unanswered questions; or if you cannot attend the monthly meeting and would like a question asked and included in this column.

To contact me: write to me care of the office; leave a message on the BBS or telephone me on (03) 9857 5567 AH or e-mail me at *jswale@melbpc.org.au*

Note: Please contact commercial distributors before asking a question here. In all cases mention version numbers.

C internet account and can read my lelb PC mail but cannot send replies.

: Reading mail uses POP but sending ses SMTP. You need to change the MTP settings for your Melb PC onnection to send from your Geelong SP. Contact your ISP or if you can send rom your Geelong account, use the ame SMTP settings. Alternatively you an send a request to Admin or Help at lelb PC to forward your mail to the eelong ISP.

): In Microsoft Word, how can you get list of short cut keys used and another sting of those key combinations that re still available?

: Press Atl-F8 (or Tools, Macro, lacros) to get the Macros dialog. n the "Macros in:" list, select Word Commands and in the other listbox elect ListCommands. Click Run and hen select "Current menu and eyboard setup". Click OK.

): When using the internet, I get nessages that the internet connection s very slow and if I click a button it will e speeded up. Should I try it?

: Some programs start downloading all pages on the site in case you need them as this will speed up subsequent accesses. This process takes up bandwidth and degrades the performance for everyone else. It can also be costly when we are paying for data volume and therefore the practice is discouraged.

Q: I have a Creative 48X CD-ROM with a Creative sound card. I want to play CDs through the Creative player into my HiFi. While the Creative dialog shows it is playing, it seems that the Windows player is being used. At other times the player that is with the multimedia keyboard does the playing. How can I deactivate the other two players and only use the Creative one?

A: Remove AutoInsert from the CD-ROM in system manager. You can then set the player to default to the one you want.

Q: I have installed Windows 98 SE on five PCs. On three there is no problem but on two I cannot get them to shut down. I have removed Norton and disabled Power Management, which I have been told may cause the problem.

A1: This can be difficult to solve. If you go to the Microsoft knowledge base site http://www.microsoft.com/support you will find ten pages of suggestions.

A2: Disable Fast Shutdown is one of those suggestions that often works.

A3: There is a patch on the Microsoft site. It happens with some new motherboards when you load the Sound Blaster driver. ❑

Members Free Ad

For Sale
Microsoft Office 2000 Developer Edition — unopened in original box.
Includes licence for Access and MSDE Run-time application distribution and developer tools. $700
Mark (Kew) 9859 9488
Email: mark@bms.com.au

Computer Swap Meet Schedule

Sunday 29 October
Camberwell Centre,
340 Camberwell Road

Sunday 5 November
Royal Melbourne Show Grounds,
Epsom Road, Ascot Vale.
Malvern Town Hall
Corner High Street & Glenferrie Road

Sunday 12 November
Collingwood Town Hall, 140 Hoddle Street
Springvale City Hall, 397 Springvale Road
Geelong YMCA Hall
Cnr. Yarra & Little Malop St. Geelong

Sunday 19 November
Ivanhoe Centre, 275 Up. Heidelberg Road
Camberwell Centre, 340 Camberwell Road
Ballarat East Secondary College
Cnr Melbourne Rd & Fussell St. Ballarat

Sunday 26 November
Moorabbin Town Hall, 985 Nepean Highway.
Box Hill Town Hall, 1022 Whitehorse Road
Geelong YMCA Hall
Cnr. Yarra & Little Malop St. Geelong

Sunday 3 December
Royal Melbourne Show Grounds
Malvern Town Hall
Ballarat East Secondary College

Start at 9.00 am Finish at 4.30 pm

PC Update will contain details of Swap Meets for the forthcoming six Sundays. For advance dates contact Technology Supermarkets Pty Ltd
Phone: 03 9886 1466

Dial Help Rules

The volunteer members listed on the reverse side of your mailer (*who are not necessarily experts*) provide phone assistance to other members FREE of charge. Dial Help is not free advertising for individuals who charge for their services; please advise the President directly of any such abuse.

Please, before ringing a Dial Help volunteer:

- Ring the vendor's support line and/or your corporate help desk.
- Read the manuals and have them handy.
- Turn on your computer and have your software running if possible.
- Be able to reproduce your problem.
- Have your phone beside the computer.

Keep all calls short, particularly business hours calls. If the volunteer is not available do not expect someone else to solve your problem, ring again later.

For topics not covered on you mailer or if you are unsure whom to call, ring The Dial Help First Aid Line: **9696 9200** (10.00 am–3.00 pm). A volunteer will assist you and suggest further contacts.

If you wish to help, or if you know of errors in the list, please advise the Production Manager ph: 97001566, e-mail *prod-mgr@melbpc.org.au*, or advise the Melb PC Office by phone, fax or e-mail — details on page 2.

Please do not leave messages on the BBS. Use phone, fax or e-mail instead.

Please keep calls within the hours indicated, and avoid ringing Dial Help volunteers on weekends. Above all, courtesy counts. For instance, please don't expect a volunteer to call you back on a mobile phone.

Day means

9.00 am – 5.00 pm

Evening means

6.30 pm – 9.00 pm

CLASSIFIEDS

New Ad Type
Flat Rate Classifieds

PC Update is now accepting pre-paid, flat rate classifieds. Size: 50 words, flat rate $40.00 per insertion. (Members $30)

Minimum **two** months run. Pay with booking. *The main requirement is that your activity must be legal. Adverts considered to be in bad taste are also likely to be rejected.*

Mail your ads to:
Classifieds
2 Thompson Court
Endeavour Hills VIC 3802
Cheque or Money Order payable to: **Desktop Data Systems**

Members' Free Ads

Small advertisements from members, for Swap, Wanted, For Sale, Free, etc., are run free of charge. Advertisements can be submitted either by: delivery to the Group's Office as an ASCII file on a non-returnable MS-DOS diskette (any size), or e-mail to prod-mgr@melbpc.org.au

Be sure to include your name, phone number and other contact details.

Ads will be included in the first available issue.

TRAINING INFORMATION BOX

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At the Group's premises, usually in the Training Room, but check when you arrive.

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Do You Run Courses Upon Request?

Some courses are available upon request but are subject to minimum numbers. Please contact the office for details.

Acknowledgments

Melbourne PC User Group gratefully acknowledges the support provided by the following organisations:

American Power Conversion for the supply of six uninterruptible power supplies for the Group's Communications Centre.

Michaels Camera & Video for a Kodak DC20 Digital Camera.

Microsoft Australia for many years of contributions and support.

SONY Australia for the supply of equipment used in the production of *PC Update*.

Symantec Australia for many years of contributions and support.

Melbourne PC User Group Inc.
MONTHLY MEETING DETAILS

All members and guests welcome: Pharmacy College, 381 Royal Parade, Parkville. 6:00 pm

Next meeting 6.00 pm, Wednesday 1 November 2000

Annual General Meeting and Elections

At the AGM you have an opportunity to cast your vote for those members you wish to see on next year's management committee, guiding the group through the next stage in its development. Be early!

Your opportunity to ask questions during Random Access, the usual giveaways and raffle, shareware library sales, etc. Visitors are welcome.

The main presentations will be:

NOKIA — The telecommunications giant is sending Melanie Hicks to reveal to us: Whither WAP? Yes, it's the newest computing technology that everyone's talking about. Here's your chance to assess it for yourself.

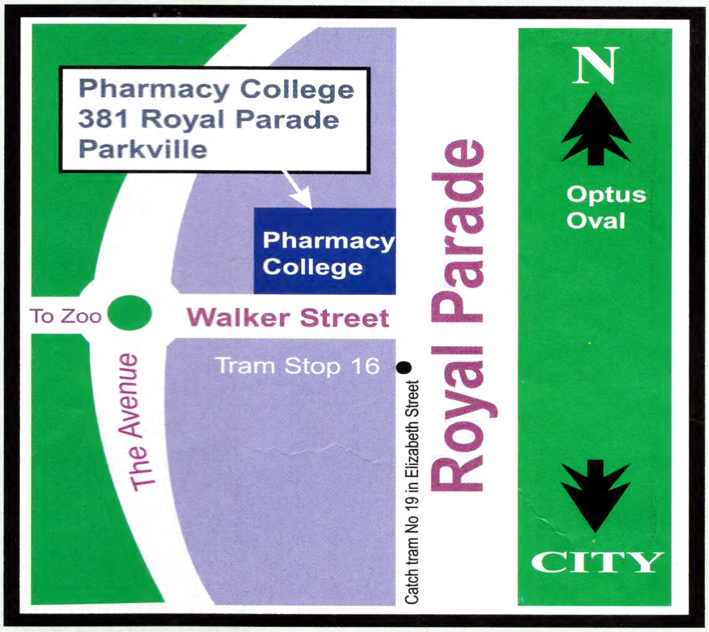
plus...

One of this year's favourite evenings ended in the call for an encore, so here is is again: Tips & Tricks with Microsoft Word.

Do you have a product that would interest our members?

At least 250 members and guests and sometimes many more dependent upon the topic of the night, attend our monthly meetings. These meetings provide an excellent forum for the introduction and release of new products to those who are both users and decision-makers.

Meetings are arranged around planned themes. Members or presenters who are able to assist or contribute are invited to contact the convener, **George Skarbek**, via the office, on 9699 6222 or by e-mail *president@melbpc.org.au*



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